VISIT…

Dungeons & Dragons® Supplement

FROSTBURN

Mastering the Perils of Ice and Snow

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Introduction

Cold, slush, snow, ice. A frostfell environment includes one of these elements, a combination of two or more, or all four . . . which might lead you to believe that the term "frostfell" refers only to those polar regions far from the centers of civilization, where frozen fields of ever-winter dominate the landscape.

But you would be wrong.

The term "frostfell" refers to any area—no matter how small (a single chamber within a dungeon) or how large (an entire plane)—dominated by a combination of ice, snow, and extreme cold, much like "the underdark" references an endless variety of regions found deep underground. The conditions, hazards, and effects of these frigid zones vary in type and severity, depending upon the specific cause and location of the given frostfell, and therefore, the possibilities are limitless.

THE FROSTFELL IN YOUR GAME

Many ways exist to introduce elements of the frostfell into your game. The easiest is simply to have cold—sometimes unearthly cold—areas of a dungeon or magical forest. A good DM can surprise experienced players with environmental challenges anywhere in the game world. These encounters may prove deadlier than those in more traditional regions of extreme cold, since the sudden surge of cold-empowered magic or appearance of a cold-subtype monster is likely to catch characters unprepared and therefore unable to protect themselves from frostfell conditions and effects.

Plenty of more conventional options exist if you want to take a less shocking, but more involved, approach to using the frostfell. The winter season descends upon the temperate lands of your campaign world. A natural ice age slowly encroaches, threatening to lock an entire planet within a sphere of glacial ice. Or adventurers simply find themselves in high-altitude regions as they cross mountain ranges. Any of these explanations can bring the frigid cold of the frostfell into your game.

More experienced characters may wish to venture into ice-bound regions in search of adventure (to seek out the lair of a white dragon, for example) or for a specific purpose (to stop a cabal of frost mages from inflicting a magical ice age upon the world). An icy northern stronghold is an ideal out-of-the-way place for evil to bide its time and ready its plans.

Through spells or magic items, adventurers eventually gain the ability to travel the planes, enabling them to brave the perils of frigid regions of the Elemental Plane of Water, the Ice Wastes of the Abyss, Hell's hoary layer of Stygia, or any other plane of cold and ice. Again, putting the frostfell in an environment player characters have to choose to travel to increases their investment in the idea.

However you choose to introduce the frostfell or elements of ice and cold into your game, you will find the chapters of this book full of suggestions and ideas to challenge both the DM and the player.

HOW TO USE THIS BOOK

Frostburn is intended for use in any Dungeons & Dragons® game. You will need the *Player's Handbook, Dungeon Master's Guide,* and *Monster Manual* to make use of the material in this book. In addition, you may find it useful to have the *Epic Level Handbook* and the *Expanded Psionics Handbook,* since there is a small amount of material designed for use with the systems introduced in those rulebooks.

The topics covered in this book include:

Chapter 1: The Frostfell. This chapter describes the dangers and terrain of the frostfell, the regions of endless snow and ice found in places throughout the world, as well as on other planes of existence.

Chapter 2: Races, Classes, and Feats. This chapter describes the principal character races of the frostfell, including two new PC races, the neanderthal and the uldra. Special rules and considerations for core character classes and a selection of new feats are included here as well.

Chapter 3: Prestige Classes. This chapter introduces ten new prestige classes specific to the realms of eternal snow and ice.

Chapter 4: Equipment. Weapons, gear, vehicles, and special alchemical items common to arctic explorers are described in this chapter.

Chapter 5: Magic of the Frostfell. This chapter includes new spells and new magic items commonly encountered in the frostfell. It also includes a small number of epic spells and psionic powers.

Chapter 6: Monsters of the Frostfell. This chapter describes dozens of new monsters native to the frostfell or commonly encountered there.

Chapter 7: Adventure Sites. This chapter describes distinct adventure locales suitable for a campaign venturing into the frostfell.

Appendix: Encounter Tables. This section provides tables for all frostfell terrain types and encounter levels.

Illus. by D. Kovacs

As mentioned in the Introduction, frostfell areas range from mountaintops in otherwise temperate climates to entire frozen planes, or even magical areas in an otherwise temperate dungeon. Each different zone has its own unique combination of hazards, from floors of slippery ice to the threat of avalanches to areas of magic-draining negation snow.

The environments below are described in order from the most naturally occurring, and therefore most often encountered, to the most extreme, magical, and fantastic. Many of these area types can exist simultaneously in the same location. For example, a party may find itself adventuring across a polar ice cap at high altitude. The combinations are limited only by your imagination.

FROSTFELL ENVIRONMENTS

Dangers that may exist in frostfell environments are detailed in the sections entitled Frostfell Hazards and Supernatural Perils of the Frostfell. Information on the various types of terrain mentioned within the entries can be found in the Frostfell Wilderness Terrain section of this chapter. Finally, two fully fleshed-out sample frostfell locales—an icy dungeon and an iceberg city—can be found in Chapter 7: Adventure Sites.

HIGH ALTITUDE

Temperatures drop off rapidly as you climb high into the air. The snowline is the elevation at which snow cover begins. Depending on its latitude and the prevailing weather patterns, a mountain's snowline might vary from ground level (winter in cold regions blankets the whole area with snow regardless of elevation) to 20,000 feet or more (a very high mountain in an otherwise warm, dry region). In a typical temperate climate, the snowline varies from roughly 2,000 feet in wintertime to 8,000 feet in summertime.

Mountains and high plateaus often form permanent glaciers above their highest summertime snowline. For example, a 10,000-foot mountain with an 8,000-foot snowline in summer has a permanent, year-round snowcap that generally covers the uppermost 2,000 feet or so of the summit.

Crossing the snowline does not always mean you're entering a frostfell. Snow-covered mountain slopes may be quite warm in the summertime. However, sufficient elevation can lead to extremely cold conditions regardless of the season. As a rule of thumb, each 1,000 feet of elevation generally reduces temperature about 3-1/2° F as compared to the temperature at ground level. A mountaintop 15,000 feet in the air will be 18° F if the sea level temperature is 70° F.

Regardless of snow cover, any time the temperature is below freezing, you're in frostfell conditions.

In addition to the increasing cold of high elevations, areas of high altitude—whether atop the peaks of colossal mountain ranges or simply high in the air—pose grave danger to travelers not acclimated to thin air. The oxygen grows thinner the higher you ascend, and the bodies of living creatures must work harder to catch enough wind to fuel their life-giving functions. Fatigue, disability, and even death await the unprotected, the unwary, and the foolish.

For details on the specific hazards, effects, and game mechanics of high-altitude zones, see page 90 of the *Dungeon Master's Guide*.

WINTER

Winter, the season that typically begins with the winter solstice and ends with the vernal equinox, brings cold and perhaps slush, sleet, hail, snow, and ice, depending upon the prevailing climate of the particular region. While tropical zones rarely dip below 80° F, and therefore experience no natural cold precipitation (sleet, hail, or snow), temperate, subarctic, and polar lands can become intensely cold, devastated by blizzards, covered under feet of snow, and isolated by frozen rivers, lakes, and seas that normally serve as routes of trade, news, and passenger travel.

The length of the winter season ranges from perhaps a few days to six months or more, depending on the climatological, supernatural, and magical conditions of the area. A temperate zone endures winter for an average of three months, while a subarctic or arctic zone may remain locked in wintry conditions for up to nine months. A subtropical or tropical region may escape the cold season altogether.

Winter has become associated with decay and death, as many plants and animals enter a state of low or even suspended life functions. Not until the onset of spring do these flora and fauna return to active life and the entire biosphere seems to come alive.

Characters living in or traveling through a land under the dominion of winter are subject to hazards such as freezing temperatures, snowstorms and blizzards, fields of deep snow that impede movement, and other more dangerous hazards not easily spotted by the untrained eye.

POLAR REGIONS

Most often found in the far north or far south (or elsewhere, depending upon the orientation or magical properties of a particular campaign world), polar regions exist within a boundary that wavers depending upon the season, expanding in winter and contracting in summer. On average, the arctic zone extends outward in all directions from the pole, ending about one-quarter of the distance from the pole to the equator.

The terrain consists of a vast area of permanently frozen glacial ice floating in the middle of an ocean and surrounded by continental land masses and islands. However, the polar landscape also includes high mountains, tundra, exposed bedrock, and frozen everfrost.

In polar seas, the long, cold winters create a layer of drifting ice 10 to 15 feet thick. During the short summer season, the ice coverage shrinks considerably. But even in winter, gaps of open water can be found in the ice, and these often become areas of animal, monstrous, and humanoid concentration.

The ice cap marks the coldest area of an arctic region, where the ice and snow never melt. The rest of the polar area enjoys a single month each year during which the cold loses its grip and temperatures rise slightly above freezing. Meadows of vegetation spring to life throughout the tundra for this short span, making it much easier for explorers and travelers to forage for food. In addition, a few hardy plants can survive the year-round harsh conditions of the arctic.

Animals commonly encountered in polar regions include walruses, seals, caribou, and polar bears.

In summer, arctic zones remain in 24-hour sunlight, called Everlasting Day, while in deep winter they fall into continual darkness, often referred to as Eternal Twilight. The polar circle is an imaginary line that marks the point above which the sun does not set on the summer solstice and does not rise on the winter solstice.

DIRE WINTER

Powerful spellcasters can summon intense cold to large areas with the epic-level spell *dire winter*, which conjures a blizzard and severe cold conditions within a 1,000-foot radius, lasting for 20 hours.

In addition to the normal hazards of natural winter mentioned above, the emanated cold of a *dire winter* spell deals 2d6 points of cold damage per round against unprotected creatures (a target is susceptible if not magically protected or otherwise resistant to cold). Heavy snowfall blankets the area, and heavy winds produce a blizzard effect (see Weather, page 13).

ICE AGE

An extreme drop in global temperatures marks an ice age. This new, frigid environment results in the formation of great sheets of glacial ice that grind their way from the polar regions toward the equator, destroying everything in their path. The land in northerly or mountainous areas becomes dominated by cold, ice, and blizzards of sleet, hail, and snow.

Vegetation, wildlife, and intelligent civilizations (both monstrous and humanoid) suffer from the unending wintry conditions, sustaining injuries directly related to the freezing temperatures or starving to death due to a lack of sustenance because the food chain is broken.

Only those creatures most suited to life in extreme cold or those possessing great adaptability and ingenuity have a chance of surviving through an ice age, which may last anywhere from a few years to a several thousand years, depending upon the specific climatological and magical factors impacting a particular world.

In addition to the natural occurrence of an ice age, the epic-level spell *ice age* creates a massive, permanent glacier in previously temperate or even tropical zones.

LANDS OF ETERNAL ICE

Some lands or seas remain permanently frozen because of some unknown or unremembered calamity or a powerful,

now-lost magic. These areas typically differ from polar and ice age regions in some fantastic way: blizzards of crimson blood snow, fields of giant ice pillars carved into the shapes of various creatures (perhaps beings forever frozen in magical ice), endless canyons of blue ice, massive rivers of coldfire, or any other supernatural effect or condition.

Magical and supernatural conditions are detailed in Supernatural Perils of the Frostfell (see page 13), including acid sleet and slush, death hail, ebony ice, faerie frost, lightning pillars, negation snow, razor ice, rustsnow, and snow geysers.

DUNGEONS AND CAVERN COMPLEXES

Adventurers often explore subterranean frostfell regions. These areas fall into three general categories: natural ice or snow caverns, worked ice or snow complexes, and altered dungeons.

NATURAL ICE OR SNOW CAVERNS

Naturally occurring complexes most often form due to flowing water that sculpts tunnels, caves, and caverns out of packed snow or ice. As a result, these frozen labyrinths can prove confusing, since their construction was not based on any intelligent design. Characters entering such places find themselves easily lost, because most areas look alike: stalactites and stalagmites of ice, frost-covered exposed stone, frozen bodies of water, and everywhere, layers of white snow.

While these locations may not have doors, traps, or other functioning mechanical constructs, these icy passages and chambers abound with equally perilous hazards: deadfalls of snow, ice collapses, slippery slopes, and other conditions created by the interaction of frostfell elements.

Wandering monsters include natural predators as well as magical beasts of cold. Primitive tribes, whether humanoid or monstrous, may take up residence in such places, seeking protection from the freezing environment.

Some natural ice or snow caverns are linked to worked ice or snow complexes or even to dungeons of stone, which may or may not possess frostfell conditions or elements.

Unfortunately for the adventurer, natural frostfell caverns lack one important lure: treasure. Since these sorts of complexes were not created for any specific purpose, the chance of encountering great troves of magic and gold remains minimal at best.

WORKED ICE OR SNOW COMPLEXES

Some civilizations spend great resources to carve vast complexes out of packed snow hundreds or even thousands of feet deep, or from miles of glacial ice in polar areas. The rough-hewn passages, chambers, caves, and caverns of these compounds pose many dangers, including those found in natural caverns plus purposeful traps of mechanical or magical nature, the increased frequency of wandering monsters, and the presence of organized societies.

The locations are more likely to include amassed treasures, since they serve as the homes, towns, or even entire cities of their denizens. In addition, worked ice or snow cavern complexes are more often connected to frostfell dungeons, as well as other types of dungeons.

ALTERED DUNGEONS

Certain individuals, such as wizards of frostfell magic, clerics of ice deities, or powerful monsters with cold powers, take over ancient dungeons, labyrinths, or temples, altering them into subterranean environments of frostfell, whether they exist beneath arctic, temperate, or even tropical lands. Within these frigid complexes, creatures of cold can find comfort in perhaps otherwise inhospitable conditions. From these locales, forces of the frostfell can launch raids upon surface civilizations, plot the overthrow of a nearby theocracy ruled by priests of a fire deity, or perhaps conspire to cause a magically accelerated ice age to engulf the world.

Wandering monsters include organized patrols, messengers, and beasts that serve the dungeon's occupants. The frequency of traps remains high, though most are constructed so as to be avoidable by the inhabitants of the dungeon, whether bypassing specific mechanical trigger locations, speaking passwords that prevent the activation of magic traps, or simply possessing the cold subtype. Cold creatures pass unharmed and unimpeded

A place of eternal ice

Illus. by E. Cox

through areas rigged with spells or devices that detect heat or deal cold damage to intruders.

A few rare converted frostfell dungeons lie abandoned or partially ruined, the original creators long gone. These complexes can be the most challenging, since they more often contain the most destructive traps and the greatest number of wandering monsters. But they also possess great reward: ancient vaults of treasure waiting to be plundered by hardy adventurers.

FROSTFELL PLANES

Planes of existence dominated by ice and cold come in a wide variety and are by far the most fantastical of all the frostfell environments. The most well-known frostfell planes include Thanatos and the Ice Wastes in the Abyss, Stygia and Cania in the Nine Hells, and certain remote regions of the Elemental Planes of Air and Water.

These planes are dominated by extreme frostfell conditions as well as magical frostfell effects such as those mentioned above in Lands of Eternal Ice and detailed in Frostfell Hazards (see below).

THE ABYSS

The 113th layer of the Abyss, Thanatos is a dreary, cold place of ice and thin air, filled as much with the undead as with the tanar'ri due to its minor negative-dominant trait. Its main city, Naratyr, is carved into the surface of a massive frozen sea.

The Ice Wastes, the 23rd layer of the Abyss, is a bitterly cold plane of miles-deep ice, inhabited primarily by frost giants under the dominion of their demon prince Kostchtchie. The Glacier Citadel, a fortress carved into the ice between two towering peaks, is home to the prince and his cadre of frost giant mages.

THE NINE HELLS

The fifth layer of Hell, Stygia, is a sea of crushing ice floes and icebergs. The River Styx is the only open water, and icebergs and fiendish sharks make navigation a tricky business at best. Lightning rips across the sky, endangering all flying creatures.

Tantlin, the City of Ice, is the layer's largest city and is built on an ice floe. Stygia's ruler, Levistus, remains frozen deep within an iceberg that floats in the middle of Tantlin's harbor.

Cania, the eighth layer of Hell, is a frigidly cold place where glaciers move as fast as a running man, grinding and colliding against each other, causing massive avalanches of snow and ice. Its central citadel, Mephistar, perches upon a colossal glacier, which moves under the command of the layer's ruler, Mephistopheles.

ELEMENTAL PLANES OF AIR AND WATER

The elemental planes are not uniform in composition. Portions of the Elemental Planes of Air and Water form extensive icy pockets, creating frozen waterscapes and winter skyscapes dominated by constant storms of snow and ice, including rustsnow, death hail, and razor ice. Great rivers of coldfire run through the water in various directions, massive icebergs float through the freezing waters, and gargantuan skybergs tumble endlessly through regions of frigid air. A few of the largest skybergs have been carved into abodes for individual cold and ice creatures or even into cities. Glacia, the Skycity of Ever-Ice, is ruled by the ruthless Umbalavos, Lord of the Chilblain.

All creatures not immune to cold take 1d6 points of cold damage each round they remain within a frostfell on these planes. Magic that protects living beings against cold (*protection from energy*, *resist energy*, and so forth) is essential for those who wish to survive a journey through the elemental frostfell.

The frostfell regions of the Elemental Planes harbor all elemental creatures of their type, as well as any being with the cold subtype. In addition to the normal characteristics of the surrounding plane (see Adventuring on Other Planes, page 147 of the *Dungeon Master's Guide*) frostfell regions on the Inner Planes possess the following traits:

- **Enhanced Magic:** Spells and spell-like abilities that have the cold descriptor benefit from being maximized (as the Maximize Spell feat, except the spell doesn't use a higher slot). In addition, spells that use water (including those of the Water domain) are extended (as the Extend Spell feat, except the spell doesn't use a higher slot). Spells that are already maximized or extended are unaffected.
- **Impeded Magic:** Spells and spell-like abilities with the fire descriptor are impeded. This includes spells of the Fire domain. These spells and spell-like abilities can still be used, but a successful Spellcraft check (DC 15 + level of the spell) must be made to do so.

FROSTFELL HAZARDS

Characters venturing across fields of everfrost, climbing icebergs, or delving into complexes of frostfell can face a variety of dangers, from freezing temperatures to deadly traps to blizzards of negation snow or worse. This section builds on the information provided in Chapter 3 (weather and traps) and Chapter 8 (the environment) of the *Dungeon Master's Guide*, detailing hazards the characters may face from the physical world around them. Some of the dangers listed below can occur only within frostfell areas (cold temperatures), while others can be encountered in any setting (an *ice storm* trap).

Environmental hazards specific to a type of terrain are listed in Frostfell Wilderness Terrain (see page 21).

ALTITUDE SICKNESS AND AVALANCHES

For information on the effects of altitude sickness and avalanches, see page 90 of the *Dungeon Master's Guide*. Characters caught in the bury zone of snow and ice avalanches are subject to hypothermia (see page 10) as if they had been immersed in cold water.

COLD DANGERS

For game purposes, air temperature falls into one of the following nine temperature bands. These ranges describe

the conditions whether or not creatures are subject to cold dangers or heat dangers, replacing the ranges described on page 302 of the *Dungeon Master's Guide*.

Table 1–1: Temperature Bands

Temperature Band	Range
Extreme heat	140° F or more
Severe heat	110° F to 140° F
Hot	90° F to 110° F
Warm	60° F to 90° F
Moderate	40° F to 60° F
Cold	40° F to 0° F
Severe cold	–20° F to 0° F
Extreme cold	–50° F to –20° F
Unearthly cold	–50° F or less

Temperatures in the cold band or lower can be hazardous to unprepared characters. A character who has the Survival skill may receive a bonus on his saving throws against cold and exposure damage, and may be able to apply this bonus to other characters as well. For more information on the Survival skill, see page 83 of the *Player's Handbook*.

The levels of protection described here refer to a character's protective measures against cold (see Protection Against Cold, below).

Cold: Unprotected characters must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of nonlethal damage.

Characters whose protection against cold is at least level 1 or higher (cold weather outfit, Cold Endurance feat) are safe at this temperature range.

Severe Cold: Unprotected characters must make a Fortitude save every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save. A partially protected character need only check once per hour.

For complete protection against severe cold, a character must have a level of protection of 2 or higher (for example, wearing a cold weather outfit and fur clothing). A character whose level of protection is only 1 is considered partially protected.

Extreme Cold: Unprotected characters take 1d6 points of cold damage per 10 minutes (no save). In addition, an unprotected character must make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing metal armor or coming into contact with very cold metal are affected as if by a *chill metal* spell. A partially protected character takes damage and makes saving throws once per hour instead of once per 10 minutes.

A character must have a level of protection of 3 or higher to be protected against extreme cold. Level 2 is considered partial protection; level 1 is considered unprotected.

Unearthly Cold: Unprotected characters take 1d6 points of cold damage and 1d4 points of nonlethal damage per minute (no save). Partially protected characters take damage once per 10 minutes instead of once per minute.

For complete protection against the effects of unearthly cold, a character must have a level of protection of 4 or higher. Level 2 or 3 is considered partial protection, and level 1 is no protection at all.

Temperature Variations

Temperatures vary significantly with an increase in elevation or the onset of night. A character might require no special precautions during day or at low elevations, but with nightfall or high altitude otherwise tolerable conditions may become dangerously cold.

Altitude: Temperatures drop by one band in low peak or high pass elevations (5,000 feet to 15,000 feet) and two bands in high peak elevations (15,000 feet or more). For example, a day that is otherwise moderate temperature at low elevation is cold at medium elevation and severe cold at high elevation.

Nightfall: In many areas, temperatures usually drop one band after the sun goes down. In exceptionally arid areas, the drop may be even more pronounced, reducing the temperature by two steps.

Wind Chill: A strong wind does not actually lower the air temperature, but it increases the rate at which characters lose heat, and therefore appears to decrease the temperature. Winds that are strong or greater in strength (see Table 3–24: Wind Effects, page 95 of the *Dungeon Master's Guide*) reduce the effective temperature band by one step.

Protection Against Cold

Few people venture into the frostfell without some form of protection against cold. By far the most common means of protection is dressing appropriately in cold weather clothing or heavy furs. Characters with access to magical protection often rely on spells or magic items to further improve their ability to survive cold climates.

A character's protection against cold dangers is described by his level of protection, which ranges from 0 to 5 or more. Levels of protection are described below. To determine your protective level, begin with your base protective level, and then add any of the equipment modifiers that apply.

Protection against cold does not confer any resistance to cold—a character dressed in cold weather clothing with an *endure elements* spell still takes damage normally from a *cone of cold* spell or a white dragon's breath. However, equipment that provides a bonus on saving throws against cold dangers contributes its bonus whether it is complete, partial, or ineffective protection. For example, even though a cold weather outfit is not sufficient to offer even partial protection against extreme cold, a character in a cold weather outfit still adds the item's +5 circumstance bonus on his saves against the nonlethal damage of the extreme cold environment.

Base Level of Protection	
0	Character or creature with no cold adaptations
1	Cold Endurance feat Nonarctic animal with fur Monsters native to cold terrain
2	Cold-tolerant character (glacier dwarf or neanderthal) Arctic animal with fur Monsters native to frostfell terrain
3	*Endure elements* spell or effect Resistance to cold 5 or more

Cold Endurance Feat: Creatures or characters with the Cold Endurance feat.

Nonarctic Animal with Fur: Animals native to temperate or cold climates that have heavy fur coats (badgers, bears, wolves, and other such creatures).

Monsters Native to Cold Terrain: Creatures whose Environment entry includes a cold terrain.

Arctic Animal with Fur: Animals with special adaptation to cold environments (polar bears, seals, arctic foxes, and other such animals).

Monsters Native to Frostfell Terrain: Monsters that are normally found in regions of extreme cold belong in this group. For a sample list, see page 165.

Endure Elements: Characters currently protected by an *endure elements* spell or similar effect.

Resistance to Cold: A character with a spell or effect granting cold resistance applies his resistance to both lethal and nonlethal damage from cold temperatures. For example, a creature with resistance to cold 5 subtracts 5 points from the 1d6 points of cold damage dealt per 10 minutes by extreme cold (and therefore might take 1 point of cold damage, if a 6 is rolled) and 5 points from the 1d4 points of nonlethal damage dealt. Since the character never takes any nonlethal damage from the cold, he will not suffer hypothermia or frostbite (see below).

Equipment Modifier	
0	No special clothing
+1	Armor insulation Cold weather outfit Fur clothing
+2	Cold weather outfit + fur clothing Armor insulation + fur clothing
+3	Improvised shelter

Armor Insulation: This special alchemical item is described in Chapter 4 of this book.

Cold Weather Outfit: A cold weather outfit includes a wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots. This outfit grants a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather.

Fur Clothing: Heavy furs are very good at protection against cold (see page 78). Fur clothing can be worn over a cold weather outfit or armor insulation in order to provide protection against even more severe weather.

Improvised Shelter: Characters or creatures that are not attempting to travel, but instead stop and seek shelter in a snow cave, den, or similar shelter, can gain a bonus to their level of protection.

Example: A neanderthal hunter wearing fur clothing has a protective level of 3 (2 for his race, +1 for his equipment). He can survive conditions of extreme cold indefinitely without harm.

FROSTBITE

Frostbitten extremities become numb and pale as the supply of blood decreases due to cold temperatures. As stated in Chapter 8 of the *Dungeon Master's Guide*, a character who takes any nonlethal damage from cold or exposure is beset by frostbite and suffers a –2 penalty to his Dexterity score.

Touching metal with bare skin can cause the moisture on your skin to freeze to the metal. When you pull away, you may leave a layer of skin behind.

Treating Frostbite

A successful DC 15 Heal check can cure frostbite, eliminating the fatigue. The DC is modified by the conditions listed in the table below.

Condition	Heal DC Modifier
Cold environment	+3
Immersion in warm water	–5
Dry heat from flame	–2*

*Healing frostbite using dry heat causes the victim to take 1d4 points of fire damage.

HYPOTHERMIA

In any situation in which freezing temperatures are present, hypothermia is a potentially lethal risk. Hypothermia is a condition that results from the lowering of the body's core temperature (whether caused quickly by immersion in freezing waters or over a long period of time by exposure to cold temperatures) and is marked by pale skin, rigid muscles, and loss of consciousness. The three stages of hypothermia are mild, moderate, and severe.

As stated in Chapter 8 of the *Dungeon Master's Guide*, a character who takes any nonlethal damage from cold or exposure is beset by mild hypothermia and therefore treated as fatigued. Immersion in chilled waters calls for an immediate check to resist the effects of cold or exposure and increases the DC of all Fortitude saves to avoid taking damage from cold or resisting cold-based spells and effects by 10 until the character and his clothes become dry.

Once a character succumbs to mild hypothermia, he becomes susceptible to moderate and severe levels of hypothermia. Any character with mild hypothermia who fails a Fortitude save to avoid the effects of cold or exposure is beset by moderate hypothermia and is treated as exhausted. Any character with moderate hypothermia who fails a Fortitude save to avoid the effects of cold or exposure is beset by severe hypothermia and is treated as disabled.

Treating Hypothermia

A successful DC 15 Heal check can lower the level of hypothermia of the victim by one level (severe to moderate, moderate to mild, mild to none). The DC is modified by the conditions listed in the table below.

Condition	Heal DC Modifier
Wet clothing	+2
Cold environment	+3
Heat from fire	–5
Body contact	–1

FREEZING AND THAWING

Cold temperatures can freeze water, whether in pools, lakes, and oceans, or within living beings. In any case, the effects of freezing or thawing can prove dangerous or even disastrous.

Bodies of Water

Natural or magical cold can instantly freeze water. Likewise, natural flames and magical fire from spells and magic items can instantly thaw ice, potentially resulting in a flash flood.

Frozen Lakes and Rivers: A few inches of ice can turn a lake or river into a highway in cold weather, but ice that is too thin for a traveler's weight is very dangerous.

Table 1–2: Breaking Through Ice

Ice Thickness	Small	Medium	Large	Huge
Up to 1 inch	At risk	Break	Break	Break
2–3 inches	Safe	At risk	Break	Break
4–6 inches	Safe	Safe	At risk	Break
7–23 inches	Safe	Safe	Safe	At risk
24+ inches	Safe	Safe	Safe	Safe

The size categories refer to creature size, or objects of an appropriate weight (60 pounds or less for Small, 500 pounds or less for Medium, 4,000 pounds or less for Large, and 16 tons or less for Huge).

Safe: The creature is not at risk of breaking through the ice.

At Risk: Creatures who charge, run, jump, or fall on the ice may cause a break (50% chance per round of such activity).

Break: The ice cannot bear the creature's weight, and breaks beneath it.

If a creature causes a break in ice, the ice collapses in a circle whose radius is 5 feet larger than the space taken up by the creature causing the break.

Thawing Ice: One cubic foot of ice can be converted to water for every 10 points of fire damage dealt to it. For example, a *fireball* cast by a 10th-level wizard deals 35 points of fire damage to an area of ice. As a result of this sudden explosion of fire and heat, 3–1/2 cubic feet of ice instantly turns into frigid water.

A flash-flood can suddenly raise the water level of an area. Water washes through squares, traveling at a speed of 40 feet unless impeded by slopes or solid barriers. Ice melted in confined areas can result in a water level of several feet or more. Depending on the amount of water, characters may be forced to make Swim checks to tread water or move. For information on the effects of water, large floods, and underwater combat, see Aquatic Terrain, page 92 of the *Dungeon Master's Guide*.

Creatures

Characters who become frozen because of a spell (*flesh to ice*) or monster ability (the frozen stare of a chilblain) are kept in a state of suspended animation, but are otherwise unharmed. However, any damage done to the new ice form is applied to the character's body when he or she is returned to normal condition. Shattering a frozen creature instantly slays it, requiring a *resurrection* spell to bring the victim back to life. Natural or magical fire does not thaw out frozen characters. Only an *ice to flesh* spell can return a frozen creature to its normal state.

GETTING LOST

Adventurers may become lost when traversing various sorts of terrain. Snowstorms, whiteout conditions, and barren ice tundra can easily disorient characters. Refer to page 86 of the *Dungeon Master's Guide* for more information regarding chances and effects of becoming lost as well as regaining your bearings.

Table 1–3: Survival Check to Avoid Getting Lost

Terrain/Condition	Survival DC
Mountains	12
Everfrost	13
Frostfell marsh	13
Ice field	15
Iceberg	15
Snow and ice cavern complex	15
Snow field	15
Taiga forest	15
Tundra	16
Frozen sea	17
Glacier	20
Map	–6
Precipitation (snow)	+2
Snowstorm	+4
Blizzard	+6
White-out conditions	+10

LIGHT

While most regions of frostfell adhere to the normal laws of daily illumination, polar regions and other rare areas, including certain planes of existence, can lie under a blanket of night or day for months at a time.

Eternal Twilight: During the polar winter, the sun never appears above the horizon. This period of continual darkness can last from three to six months. At all times, characters without darkvision require a light source to see by.

Everlasting Day: During the polar summer the sun never sinks below the horizon, providing natural light for the entire 24-hour period. This period of continual sunlight can last from three to six months.

Aurora Polaris: This mesmerizing, dynamic display of light appears on cold, clear nights (or any time during periods of Eternal Twilight). An aurora lasts for 1d6 hours and can appear in many different forms: streaks, haloes, pale curtains, pillars, or wisps of vibrating color that continually sway and undulate. Auroral displays most commonly are pink and pale green, but also feature shades of red, yellow, green, blue, and violet. An aurora polaris provides an amount of illumination equivalent to moonlight, but does not significantly increase the amount of light if more than one-quarter of the moon is visible.

An aurora polaris roils with incredible electrical energy. It is quite high in the air, dancing 1d4+5 miles above the surface. Any character within an aurora polaris field takes 20d6 points of electricity damage per round (Fortitude DC 20 half).

Some cultures of the frostfell believe the aurora polaris is a field of energy that contains the souls of their unborn children and their long-departed ancestors. Other civilizations, such as the Asgardians, see the aurora polaris as the reflection of slain warriors still valiantly battling in the afterlife.

SNOW BLINDNESS

Snow blindness results from the sun's burning of eye tissues, making the eyes dry, swelled, irritated, and extremely sensitive to light. Snow blindness can occur when a traveler spends at least an hour on a snowfield, ice sheet, glacier, or similar bright terrain on a clear, sunny day without any eye protection (such as a veil, dark lenses, or similar eye covering). Characters traveling in such conditions must succeed on a Fortitude save (DC 10, +1 per previous attempt) once per hour or become snowblind.

Characters afflicted with snow blindness take a –2 penalty to AC, lose any Dexterity bonus to AC, move at half speed, and take a –4 penalty on most Dexterity-based skill checks, as well as Search, Spot, and any other checks that rely on vision. All opponents are considered to have concealment (20% miss chance) from the snow-blinded character.

Snow blindness lasts 1d4 hours or until 1 hour after the victim enters a shadowed or enclosed area, and it can be cured by a *remove blindness* spell.

TERRAIN DANGERS

Even without the threats of cold damage, frostbite, or getting lost in trackless wilderness, frostfell terrain can be deadly.

Crevasse

Crevasses are chasms or cracks in a field of snow or ice, such as a mountain snow field or a glacier surface. They function much like pits or chasms in a dungeon setting. A typical crevasse is 2d4×10 feet deep, 4d12×10 feet long, and anywhere from 5 to 40 feet wide.

A deceptive crust of snow may completely hide the existence of a dangerous crevasse underneath (25% chance). This crust is too weak to support any creature larger than Tiny. Many explorers have lost their lives in undetected crevasses. A character approaching a hidden crevasse at a normal pace is entitled to a DC 10 Survival check to spot the danger before stepping in, but charging or running characters don't have a chance to detect the crevasse before falling in. A character falling into a crevasse may attempt a DC 20 Reflex save to catch himself on the edge, in which case he falls prone in a square at the edge of the crevasse.

Crevasses can be climbed (up or down) with a DC 18 Climb check.

Quickslush

A character approaching an area of quickslush at a normal pace is entitled to a DC 10 Survival check to spot the danger before stepping in, but charging or running characters don't have a chance to detect the quickslush before blundering in. A typical area of quickslush is 30 feet in diameter; the momentum of a charging or running character carries him or her 1d2×5 feet into the quickslush.

Effects of Quickslush: Characters in quickslush must make a DC 12 Swim check every round to simply tread water in place, or a DC 17 Swim check to move 5 feet in whatever direction is desired. If a trapped character fails this check by 5 or more, he sinks below the surface and begins to drown whenever he can no longer hold his breath (see the Swim skill description, page 84 of the *Player's Handbook*, and Drowning, page 304 of the *Dungeon Master's Guide*).

Characters swimming or submerged in quickslush are susceptible to the effects of hypothermia (see page 10).

Characters below the surface of the quickslush may swim back to the surface with a successful Swim check (DC 17, +1 per consecutive round of being under the surface).

Rescue: Pulling out a character trapped in quickslush can be difficult. A rescuer needs to use a sturdy item that can reach the victim. Then he must make a DC 17 Strength check to successfully pull the victim, and the victim must make a DC 10 Strength check to hold onto the item. If the victim fails to hold on, he must make a DC 17 Swim check immediately to stay above the surface. If both checks succeed, the victim is pulled 5 feet closer to safety.

Snow Fields

Fields of deep snow can impede the movement of creatures who must be in contact with the ground to move. Most creatures do not automatically sink all the way through a deep snow cover. Sometimes a hard, icy crust prevents a creature's feet from sinking into the snow at all. In other cases, layers of old snow a few inches or feet below the loose surface on top may be icy enough to prevent travelers from breaking through.

The table below indicates the degree of impediment caused by various depths of loose, uncrusted snow. The "Small" category includes Small and smaller creatures, while the "Large" category includes Large and larger creatures.

Table 1–4: Snow-Impeded Movement

	—Creature Size—		
Snow Depth	**Small**	**Medium**	**Large**
Up to 6 inches	Minor	None	None
7–12 inches	Minor	Minor	None
13–24 inches	Major	Minor	Minor
25–36 inches	Major	Major	Minor
37–60 inches	Total	Major	Major
61+ inches	Total	Total	Major

None: The snow does not cause any significant impediment to the creature's movement.

Minor: The creature must pay 2 squares of movement to enter each square of the snowfield. The DC of Tumble checks increases by 2.

Major: The creature must pay 4 squares of movement to enter each square of the snowfield. The DC of Tumble checks increases by 8.

Total: The creature cannot move unless it succeeds on a DC 5 Strength or Balance check (creature's choice). Moving a creature's speed requires a full-round action. The creature must pay 4 squares of movement to enter each square of the snowfield. The DC of Tumble checks increases by 20, and the creature loses its Dexterity adjustment to Armor Class while totally impeded.

WEATHER

After dealing with cold temperatures, possibly the most frequent hazard characters will have to confront in frostfell environments is the weather.

For additional information, see the Weather section, page 93 of the *Dungeon Master's Guide*.

Table 1–5: Random Weather

d%	Weather
01–70	Cold, calm
71–80	Heat wave (01–30) or cold snap (31–100)
81–90	Precipitation (snow and sleet)
91–99	Snowstorm
100	Blizzard

Cold, Calm: Between 0° and 40° F during the day, dropping by one or two temperature bands at night (see Cold Dangers, page 8). Wind speeds are light (0 to 10 mph).

Cold Snap: Lowers temperature by –10° F.

Heat Wave: Raises temperature by +10° F.

Precipitation: Snow and sleet occur when the temperature is 30° F or lower. If the temperature is above 30° F, roll d% to determine whether the precipitation is fog (01–30), rain (31–90), or hail (91–100). Most precipitation lasts for 2d4 hours. By contrast, hail lasts for only 1d20 minutes but usually accompanies 1d4 hours of rain.

Snowstorm: Wind speeds are severe (30 to 50 mph), causing whiteout conditions (see below) in snow field terrain. Storms last for 2d4–1 hours and leave 1d6 inches of snow on the ground afterward.

Blizzard: Wind speeds are over 50 mph, causing whiteout conditions (see below). Blizzards are accompanied by heavy snow (1d4 feet per day), and last for 1d3 days.

Rain, Snow, Sleet, and Hail

Bad weather frequently slows or halts travel and makes it virtually impossible to navigate from one spot to another. Heavy storms obscure vision as effectively as a dense fog, making travel in the frostfell during a blizzard a task few, if any, are willing to undertake.

Rain: Rain reduces visibility ranges by half, resulting in a –4 penalty on Spot and Search checks. It has the same effect on flames, ranged weapon attacks, and Listen checks as severe wind (see Table 3–24, page 95 of the *Dungeon Master's Guide*).

Snow: Falling snow has the same effects on visibility, ranged weapon attacks, and skill checks as rain. A day of snowfall leaves 1d6 inches of snow on the ground.

Heavy Snow: Heavy snow has the same effects as normal snowfall, but also obscures vision depending on the wind. In nonblizzard conditions, heavy snow obscures sight as fog does (see Fog, below). When accompanied by a strong or stronger wind force, whiteout conditions apply (see Whiteout, below). A day of heavy snow leaves 1d4 feet of snow on the ground. Heavy snow accompanied by strong or severe winds may result in snowdrifts 1d4×5 feet deep, especially in and around objects big enough to deflect the wind—a cabin or a large tent, for instance. There is a 10% chance that a heavy snowfall is accompanied by lightning (see Thunderstorm, page 94 of the *Dungeon Master's Guide*).

Snow has the same effect on flames as moderate wind.

Sleet: Essentially frozen rain, sleet has the same effect as rain while falling (except that its chance to extinguish protected flames is 75%), and it costs 2 squares of movement to enter a square covered in sleet.

Hail: Hail does not reduce visibility, but the sound of falling hail makes Listen checks more difficult (–4 penalty). Sometimes (5% chance) hail can become large enough to deal 1 point of lethal damage (per storm) to anything in the open. It costs 2 squares of movement to enter a hail-covered square.

Fog

Whether in the form of a low-lying cloud or a mist rising from the ground, fog obscures all sight, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance).

WHITEOUT

Whiteout conditions occur in snowstorms or blizzards accompanied by a strong or stronger wind force. However, it doesn't have to be precipitating to create whiteout conditions. Snow fields buffeted by severe or stronger winds can also cause creatures to experience a whiteout.

Characters in whiteout conditions take a –2 penalty to AC, lose any Dexterity bonus to AC, move at half speed, and take a –4 penalty on Dexterity-based skill checks, as well as Search, Spot, and any other checks that rely on vision. The character also gains total concealment (50% miss chance). These effects end when the character leaves the area of whiteout. Whiteout conditions stack with wind and snowfall. Visibility is 5 feet.

SUPERNATURAL PERILS OF THE FROSTFELL

Many frostfell environs are created through sinister magic or the whims of evil deities. In these regions, magical curses and supernatural effects add to the formidable natural hazards found in any frostfell. Travelers venturing into such a wasteland must rely on protective magic and thorough preparation to survive the malice of the winter.

DIRE WEATHER

The section on weather, above, provides information on storms of natural sleet, hail, snow, and ice (including blizzards). Given the magical and supernatural elements of frostfell regions, you may wish to substitute other forms of precipitation. These alternate forms of sleet, hail, snow, and ice have the same effects as their natural counterparts, along with the additional effects listed in the entry below.

Avoiding Dire Weather: In general, characters in an area about to be struck by dire weather are entitled to a DC 20 Survival check to detect the approaching danger 1 minute before it strikes. This may not be enough time to get out of the storm's path, but may provide an opportunity to seek shelter or make other preparations.

Acid Sleet

A squall of this corrosive sleet lasts for 1d6 rounds, and deals 1d6 points of acid damage per round of exposure. Acid sleetfalls usually leave patches of acid slush (see Magical Terrain, page 15).

Blood Snow Blizzard

Fortunately, a poisonous blood snow blizzard only manifests as a brief flurry during the course of otherwise normal snowfalls, lasting for 2d8 rounds before ending. A blood snow blizzard normally leaves a dusting of blood snow behind. Each round a creature is caught in a blood snow blizzard, it takes 1d2 points of Constitution damage if it fails a Fortitude save (DC 10 + 1 for each round of continuous exposure). Any creature failing its save is also nauseated for 1 hour.

Death Hail

This black hail is filled with negative energy. In short exposures it is not immediately dangerous, but if a character is exposed for at least 10 minutes, he must succeed on a DC 15 Fortitude save or take 1d2 points of Strength and Constitution damage. For every additional 10 minutes the character is exposed to continuous death hail, he must make an additional save. A typical death hail storm lasts for 1d6×10 minutes.

Howl of the North

At certain times, a moaning wind can be heard sweeping across everfrost, the tundra, glaciers, or polar regions. Some believe this to be a collection of the agonized wails of all those who have died from cold exposure, avalanches, or other hazards of the frostfell. More scientific minds believe it to be the sound of the wind shearing off snow and ice. Whatever the cause, the Howl of the North can prove destructive and even deadly to those who encounter it.

In addition to the wind effects (see Table 3–24, page 95 of the *Dungeon Master's Guide*), the Howl of the North causes the additional effects listed in the table below. A typical occurrence of the Howl of the North lasts for 4d4 rounds.

The penalties on Listen checks supersede those normally imposed by a particular level of wind force.

Table 1–6: Howl of the North Effects

Wind Force	Effect
Light	—
Moderate	–4 penalty on Listen checks
Strong	–8 penalty on Listen checks
Severe	–12 penalty on Listen checks; 1d6 sonic damage/round (Fort DC 10 half)
Windstorm	Listen checks are impossible; 2d6 sonic damage/round (Fort DC 14 half)
Hurricane	Listen checks are impossible; 3d6 sonic damage/round (Fort DC 18 half)
Tornado	Listen checks are impossible; 4d6 sonic damage/round (Fort DC 22 half)

Negation Flurry

Silvery and beautiful, negation snow is the bane of adventurers in the frostfell. A flurry of negation snow typically occurs in the middle of an otherwise mundane snowfall. There is a 10% chance per minute that a character within a negation flurry will be subject to a targeted *dispel magic* spell (caster level 10th). A negation flurry normally lasts 1d10 minutes, and may leave behind deposits of negation snow.

Razor Sleet

This storm of supernaturally strong and sharp snowflakes tears the skin of creatures caught in it, dealing 1d4 points of slashing damage and 1d6 points of cold damage per round. Normally, razor sleet occurs as a short flurry or downpour in the course of an otherwise normal snowstorm or icestorm. A squall of razor sleet lasts for 1d8 rounds, and often deposits razor ice.

Rust Flurry

Resembling flurries of dirty, gray-black ash, rust flurries are dreaded by travelers. There is a 10% chance per minute of exposure to a rust flurry that all metal items worn or carried in a storm of rustsnow will be subject to its destructive effects. Nonmagical metal items are instantly dissolved, and magical items must succeed on a DC 12 Fortitude save or be instantly destroyed. A rust flurry normally lasts for 1d6 minutes, and leaves behind deposits of rustsnow.

DISEASE

When a character in a frostfell environment touches a corrupted object or a diseased creature or ingests contaminated food or drink, he may contract one of the following diseases, in addition to those presented in the *Dungeon Master's Guide*. See page 292 of that book for explanations of the infection, DC, incubation, and damage entries in the table below.

Disease Descriptions

The following diseases are known to occur in the frostfell.

Cabin Fever: Causes delusions and desperate need to spend time in open wilderness areas. Cabin fever is contracted by prolonged confinement in enclosed spaces surrounded by a frostfell environment. A character must make a Fortitude save each 24-hour period within such a location to resist the onset of cabin fever.

Coldfire Ruin: Caused by exposure to coldfire; any character coming within 10 feet of coldfire becomes susceptible to contracting coldfire ruin. Victim turns into pure coldfire from the inside out. Can cause permanent ability drain.

Creeping Frost: The skin turns into frost, causing shivering and rigidity.

Winter Rot: Muscles shrink and atrophy. It takes three, not two, successful saves to recover from winter rot.

Table 1–7: Frostfell Diseases

Disease	Infection	DC	Incubation	Damage
Cabin fever	Confinement*	12	1 day	1d4 Wis
Coldfire ruin	Exposure*	20	1 day	1d8 Con
Creeping frost	Injury	16	1 day	1d4 Dex
Winter rot	Contact	14	1d3 days	1d6 Str

*See individual entry for more information.

MAGICAL TERRAIN

A manifestation of the powerful supernatural forces contained with some of the more dangerous areas of frostfell, magical terrain represents a place where the very earth is infused with the deadly power of the frost. Some magical terrain is noticeably different at a glance—even the most inexperienced traveler can't help but notice the crimson hue of blood snow, or the ominous dark gleam of ebony ice. Other forms of magical terrain resemble natural terrain and can only be spotted by someone who knows exactly what to watch out for.

Avoiding Magical Terrain: In general, a character approaching an area of magical terrain at a normal pace is entitled to a Survival check to notice the danger before entering the area. The DC of this check varies with the particular terrain; blood snow and ebony ice are easy to spot, others are more subtle.

Charging or running characters, or characters whose rate of movement exceeds the current visibility, don't have a chance to detect the threat before blundering in. Usually a character who enters dangerous terrain without noticing the terrain completes his intended movement before becoming aware of the peril.

Acid Slush

Found most often in cursed frostfell bogs and marshes, acid slush is most dangerous in cold or moderate temperatures—if the temperature is severe cold or colder, it freezes solid and loses its potency until the weather warms again. Acid slush has a faint green hue, making it difficult to notice except in good light.

Spotting an acid slush bog before entering it requires a DC 20 Survival check. If the moving creature succeeds on a DC 10 Survival check but not a DC 20 check, he notices that the square is filled with slush but does not identify it as acid slush.

Acid slush deals 1d6 points of acid damage per round of exposure, or 6d6 points of acid damage with total immersion.

Most acid slush is about 1 foot in depth. It costs 2 squares of movement to move into a square with acid slush, and the DC of Balance and Tumble checks in such a square increase by 2. Acid slush imposes a –4 penalty on Move Silently checks. In addition to its acidic properties, acid slush is freezing cold, and characters entering an acid slush bog are susceptible to hypothermia (see page 10).

Blood Snow

Thankfully rare, blood snow is found atop glaciers created with evil magic or on open snow fields scoured by cursed winds. It is deadly poisonous; any creature coming into contact with blood snow (usually by moving into a square containing blood snow) must succeed on a Fortitude save (DC 10 + 1 for each round of continuous contact) each round or take 1d2 points of Constitution damage and be nauseated for 1 hour. Blood snow impedes movement as does normal snow (see Table 1–4: Snow-Impeded Movement).

Blood snow consists of a streaky dusting of brilliant crimson crystals mixed in normal snow. Creatures who can distinguish color (any sighted creature in daylight, and creatures with low-light vision in darkness) need not make any check to notice blood snow. Otherwise, spotting blood snow requires a DC 20 Survival check.

Blood snow retains its potency for only 1d4 days after it falls, and cannot be preserved.

Ebony Ice

Unhallowed glaciers and unholy places in the great ice fields of the north sometimes include expanses of ebony ice, jet-black sheets that gleam with dark energy. Like any other ice sheet, ebony ice is difficult to move on. It costs 2 squares of movement to enter a square covered by ebony ice, and the DC of Balance and Tumble checks increases by 5. A DC 10 Balance check is required to run or charge across ebony ice.

In addition, ebony ice is suffused with negative energy. Undead creatures in an area of ebony ice gain a +2 profane bonus on attack rolls and saves and a +4 profane bonus to turn resistance.

Any sighted creature notices ebony ice automatically, provided they can see in the current conditions.

Spotting ebony ice requires a DC 15 Survival check.

Faerie frost

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Faerie Frost

Perhaps the most perilous of the frostfell's magical dangers, faerie frost resembles an ice sheet with a faint rosy hue. It costs 2 squares of movement to enter a square covered by faerie frost, and the DC of Balance and Tumble checks increases by 5. A DC 10 Balance check is required to run or charge across faerie frost.

Creatures who remain in a region of faerie frost for 1 minute or more become subject to its deadly hallucinatory curse, and must succeed on a DC 18 Will save or become dazed. This is a mind-affecting compulsion effect. Creatures that succeed on this save are immune to the effect of that patch of faerie frost for 24 hours.

Dazed creatures remain so indefinitely, but are entitled to a new Will save once per hour to break free of the faerie frost's effects. While under the curse's effect, ensnared characters experience euphoric delusions of warm temperatures and inviting flowery meadows. These characters often sit or lie down on the ice. They remain subject to the normal effects of cold or other existing conditions, remaining completely oblivious as they slowly freeze to death.

Characters who remain in a patch of faerie frost for 24 hours must succeed on a DC 18 Fortitude save or turn to ice (as the spell *flesh to ice*). If a character succeeds on this save, he must make a new Fortitude save once per additional hour (DC 18, + 1 per previous attempt).

Spotting faerie frost requires a DC 20 Survival check.

Lightning Pillars

Spectacular and deadly, a lightning pillar is a towering column of brilliant blue-green ice (2d4×10 feet high and 4d4 feet thick) found in an otherwise normal ice sheet.

These pillars are composed of magical ice. When a living creature of Small or larger size comes within 40 feet of a lightning pillar, a bolt of lightning explodes from top of the ice column, targeting a random character in range. This effect functions as a *lightning bolt* spell cast by an 8th-level sorcerer (Reflex DC 14 half). After unleashing a lightning bolt, a pillar must then recharge for 24 hours before it generates enough electrical charge to unleash another bolt.

Spotting a lightning pillar is easy. However, recognizing that the pillar poses a threat requires a DC 25 Survival check. Of course, once a character has witnessed a lightning pillar's effects, he is quite familiar with its danger.

Negation Snow

Negation snow appears much as normal snow, but it has a noticeable silvery or metallic sheen. It impedes movement as does normal snow (see Table 1–4: Snow-Impeded Movement). There is a 10% chance that a character entering a square of negation snow will be subject to a targeted *dispel magic* effect (caster level 10th). Entering multiple squares requires a character to make multiple checks.

Spotting negation snow requires a DC 20 Survival check.

Razor Ice

Although it resembles normal snow, razor ice is composed of supernaturally strong and sharp snowflakes that shred the skin of those who pass through it, dealing 1d4 points of slashing damage and 1d6 points of cold damage for each square entered. Razor ice also impedes movement (see Table 1–4: Snow-Impeded Movement).

Spotting razor snow requires a DC 20 Survival check.

Rustsnow

Infused with an elemental power to destroy metal objects, rustsnow is a dark grayish-black powder that sometimes falls alongside normal snowfall in frostfell areas. Rustsnow impedes movement as normal snow (see Table 1–4: Snow-Impeded Movement). In addition, each metal item carried or worn into a square of rustsnow has a 10% chance of being subject to a magical rust effect. Nonmagical metal items are automatically affected; magical metal items are entitled to a DC 12 Fortitude save to resist the effect.

Spotting rustsnow requires a DC 5 Survival check.

Snow Geyser

More often found on extraplanar frostfell areas than on the Material Plane, snow geysers are hidden vortices of cold energy that can spontaneously erupt, damaging anyone nearby. A snow geyser eruption deals 4d6 points of bludgeoning damage plus 2d6 points of cold damage to any character within 10 feet (Reflex DC 15 half). There is a 10% chance per round that a geyser erupts.

Spotting a snow geyser requires a DC 15 Survival check.

POISON

The poisons described on Table 1–8 can be found in the frostfell or in any other region, although they originate in frostfell areas or creatures. For more information on poison, see page 296 of the *Dungeon Master's Guide*.

SNOWFLAKE LICHEN (CR 3)

Snowflake lichen is a magical plant that resembles snow and is commonly found on rocky surfaces. Its slow-acting drain of heat numbs the fingers and feet of those passing over its terrain, causing climbers to slip and fall, and sometimes causing mounts or wanderers to freeze and die in large areas of snowflake lichen, creating "snowflake graveyards" where dozens or hundreds of sets of bones attract scavengers. In midwinter, these can resemble a medusa's garden of frozen statues, complete with frozen crows and frozen wolves.

Snowflake lichen resembles a snowy cap of white or gray-white powder in the areas where it grows. This makes it easy to spot in arctic summers, when it is sometimes surrounded by a "dead zone" of brown and frozen plants, then a ring of green and growing tundra plants and grasses. It is much more difficult to spot in midwinter, when it is covered in snow or appears like the usual icy terrain.

Snowflake lichen leeches heat from creatures nearby. Any creatures within 10 feet of the plant take 1d6 points of cold damage per round.

Walking on or climbing over snowflake lichen (rather than just walking near it) is more deadly. In addition to the cold damage already described, touching snowflake

Table 1–8: Poisons

Poison	Type	Initial Damage	Secondary Damage	Price	Trap CR Modifier
Ice toad bile	Contact DC 12	1d4 Str	Unconscious for 1d4 hours	250 gp	+4
Snow spider blood	Contact DC 13	Paralysis	0	750 gp	+1
Snowflake lichen powder	Inhaled DC 11	1 Str	1 Dex	75 gp	+2
White pudding essence	Inhaled DC 13	1d2 Wis	1d2 Wis + 1d2 Int	500 gp	+4
Icegaunt dust	Inhaled DC 14	1d6 Con	2d4 Con + 2d4 Dex	1,500 gp	+6
Chilblain brain juice	Injury DC 12	1 Dex	1d4 Dex	110 gp	+2
Woolly mammoth eye juice	Injury DC 14	1d2 Str + 1d2 Dex	1d4 Str	140 gp	+4
Yeti oil	Injury DC 15	1d4 Dex	1d4 Dex	100 gp	+2

lichen causes Dexterity damage as feet and fingers freeze, then limbs, and finally the whole body (creating rich fertilizer in the spring). Each round a creature remains in a square with snowflake lichen, he or she must make a DC 15 Fortitude save or take 1 point of Dexterity damage. Creatures with booted feet or gloved hands are entitled to a +2 circumstance bonus on the save.

SUPERNATURAL MANIFESTATIONS

In the realms of eternal ice, simple cold can take on many highly magical properties such as coldfire, frostburn, or rimefire. Many spells and special abilities of frostfell classes and monsters deal with these supernatural manifestations of elemental cold infusing the frostfell.

Coldfire

Coldfire is a swirling, viscous fluid of pure cold energy, a half-gas, half-liquid mixture that flows like a river, but can travel in any direction, regardless of gravity. It is a luminescent blue-green in color. Coldfire originates in the most frigid reaches of the Elemental Planes of Air and Water, but on rare occasions may be encountered in other areas of the frostfell. It is most often sought out by characters for its use in certain frostfell spells (see page 88).

Coldfire deals 2d6 points of frostburn damage per round of exposure, except in the case of total immersion (such as when a character falls into a river of coldfire), which deals 20d6 points of damage per round.

Damage from coldfire continues for 1d2 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (this is, 1d6 or 10d6 points of frostburn damage per round).

An immunity or resistance to cold serves as an immunity or resistance to coldfire. However, a creature immune to cold might still drown if completely immersed in coldfire (see Drowning, page 304 of the *Dungeon Master's Guide*).

Creatures vulnerable to cold take +50% damage from coldfire.

In addition, characters damaged by coldfire are at risk of contracting coldfire ruin (see Disease, page 14).

Frostburn

In addition to coldfire, certain weapons and spells of ice and cold can deal frostburn damage, burning the tissues with extreme cold. Like normal damage, frostburn damage results in the loss of hit points or ability score points. Unlike normal damage, however, frostburn damage does not heal naturally and may only be healed magically with a successful DC 25 caster level check as long as the victim remains in cold or colder temperatures. If the victim reaches an area of moderate or warmer temperature, his frostburn damage becomes normal damage that can then be healed naturally or magically in the usual manner.

Spells such as *control temperature* become invaluable when encountering creatures that can deal frostburn damage.

A creature's resistance or immunity to cold also applies to frostburn damage. This includes characters protected by spells such as *resist energy* [cold] and *protection from energy* [cold]. *Endure elements* spells and effects confer no protection against frostburn damage.

Creatures vulnerable to cold take +50% damage from frostburn.

Snowflake lichen

Rimefire

Few indeed know the secret of the weird polar radiance known as rimefire. Wielded by the mysterious rimefire eidolons and their mortal servants, the rimefire witches, rimefire is a strange and perilous form of energy. It resembles a normal fire—a leaping, guttering, intangible flame—but it is brilliant white in color, and sheds a cold, pale light.

Rimefire is not usually found in any sort of natural or supernatural occurrence other than as a spell or special attack. It is considered an energy form, like acid, cold, or electricity. However, rimefire deals half its damage as cold damage and half its damage as fire damage. For example, if a rimefire witch hurled her rimefire bolt at a foe and dealt 21 points of damage, 11 points are cold damage and 10 points are fire damage.

Creatures resistant or immune to part of the rimefire damage apply their resistance or immunity only to that component of the damage. Creatures vulnerable to part of the damage multiply the damage only for that component. For example, a frost giant would ignore the 11 points of cold damage in the example above, but would take 15 points of fire damage from the rimefire bolt.

Zones of Frigidity

Small, confined areas of intense magical or supernatural cold can deal cold damage to those characters exposed to it. The frost salamander, for example, deals 1d6 points of cold damage to any creature within 20 feet. Characters warded by the spell *greater aura of cold* deal 2d6 points of damage to creatures within 10 feet. Magic items can produce similar effects.

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These zones of frigidity, though magically or supernaturally summoned, afford victims no saving throw and, in some cases, no spell resistance. Creatures immune to cold, however, do not take damage from a zone of frigidity.

FROSTFELL TRAPS

Frostfell traps include deadfalls of snow, falling icicles, patches of quicksnow, pits filled with thick ice spikes, slippery ramps, and deadly frostfell spells. Any of these traps, along with those detailed in Chapter 3 of the *Dungeon Master's Guide*, can be found in frostfell wilderness areas or dungeons. Many of these pit traps make use of spells described in Chapter 5 of this book.

FROSTFELL TRAP FEATURES

Common traps in frostfell areas include the following devices and snares.

Avalanche: A cascade of snow and ice can cause injury and can bury its victims alive. See page 90 of the *Dungeon Master's Guide*.

Deadfall: A huge pile of snow falls from above. The snow used in these traps can be natural, blood snow, negation snow, or rustsnow.

Falling Icicle: Icicles can fall from the roofs of frostfell caves, caverns, or chambers because of natural forces or mechanical triggers. Icicles can be coated with poison.

Heat Trigger: This mechanical trigger can be set to detect different levels of heat: minimal (body heat), medium (torches, flaming spheres), or great (fireball).

Ice Blade: This scything blade of ice can be poisoned.

Ice Collapse: Chunks of ice fall from above, dealing bludgeoning and cold damage.

Ice Slab: A massive slab of ice falls from above or collapses from a wall, dealing bludgeoning damage.

Ice Spikes: Found at the bottom of pits, ice spikes deal piercing damage. They deal 1d4 points of piercing damage plus 1d6 points of cold damage; the depth of the pit does not modify this damage. Like icicles, ice spikes can be coated with poison.

Quicksnow: These areas of seemingly natural snow function like quickslush, as described in Frostfell Hazards (see page 12).

SAMPLE TRAPS

The following traps are suitable for protecting all types of locations, from ice caverns and frostfell dungeons to arctic citadels. The costs listed for mechanical traps are market prices; those for magic traps are raw material costs. Caster level and class for the spells used to produce the trap effects are provided in the entries for magic device traps and spell traps. For all other spells used (in triggers, for example), the caster level is assumed to be the minimum required.

CR 1 Traps

Door Smeared with Contact Poison: CR 1; mechanical; touch trigger (attached), manual reset; poison (snow spider blood, DC 13 Fortitude save resists, paralysis/0); Search DC 20; Disable Device DC 20. *Market Price:* 1,750 gp.

Falling Icicle Trap: CR 2; mechanical; proximity trigger; manual reset; Atk +10 ranged (2d6/×3, icicle); Search DC 20; Disable Device DC 20. *Market Price:* 4,000 gp.

Wall Ice-Blade Trap: CR 1; mechanical; touch trigger; automatic reset; hidden switch bypass (Search DC 25); Atk +10 melee (2d4/×4, ice scythe); Search DC 22; Disable Device DC 22. *Market Price:* 2,500 gp.

CR 2 Traps

Avalanche: CR 2; mechanical; touch trigger; manual reset; Atk +12 melee (2d6, avalanche); multiple targets (all targets in two adjacent 5-ft. squares); Search DC 20; Disable Device DC 20. *Market Price:* 2,800 gp.

Box of Snowflake Lichen Powder: CR 2; mechanical; touch trigger (opening the box); automatic reset; poison (snowflake lichen powder, DC 11 Fortitude save resists, 1 Str/1 Dex); Search DC 22; Disable Device DC 16. *Market Price:* 3,075 gp.

Deadfall of Snow Trap: CR 2; mechanical; location trigger; manual reset; Atk +16 melee (2d6, snow); Search DC 20; Disable Device DC 18. *Market Price:* 4,000 gp.

Falling Ice Block Trap: CR 2; mechanical; touch trigger; manual reset; Atk +5 melee (4d6, ice block); Search DC 20; Disable Device DC 20. *Market Price:* 1,000 gp.

Hail of Icicles: CR 2; mechanical; location trigger; manual reset; Atk +10 ranged (2d4/×3, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft. squares); Search DC 14; Disable Device DC 20. *Market Price:* 800 gp.

Lesser Frostburn Trap: CR 2; magic device; touch trigger; automatic reset; spell effect (*lesser frostburn*, 1st-level cleric, 1d8+1 frostburn, DC 11 Fortitude save half damage); Search DC 26; Disable Device DC 26. *Cost:* 500 gp, 40 XP.

Poison Falling Icicle Trap: CR 2; mechanical; location trigger; manual reset; Atk +8 ranged (1d4/×3 plus poison, dart); poison (chilblain brain juice, DC 12 Fortitude save resists, 1 Dex/1d4 Dex); Search DC 20; Disable Device DC 18. *Market Price:* 1,310 gp.

Rolling Ice Boulder Trap: CR 2; mechanical; location trigger; manual reset; Atk +10 melee (3d6, ice boulder); Search DC 20; Disable Device DC 22. *Market Price:* 2,800 gp

Scything Ice Blade Trap: CR 2; mechanical; location trigger; automatic reset; Atk +10 melee (3d6/×4, ice scythe); Search DC 20; Disable Device DC 20. *Market Price:* 3,000 gp.

CR 3 Traps

Deadfall of Rustsnow: CR 3; mechanical; location trigger; manual reset; Atk +10 melee (3d6 plus rustsnow); Search DC 25; Disable Device DC 25. *Market Price:* 6,000 gp.

Hail of Icicles: CR 3; mechanical; location trigger; manual reset; Atk +20 ranged (2d6/×3, icicles); Search DC 22; Disable Device DC 22. *Market Price:* 11,400 gp.

Heat Leech Trap: CR 3; magic device; touch trigger; automatic reset; spell effect (*heat leech*, 3rd-level wizard, DC 13 Fortitude save negates); Search DC 27; Disable Device DC 27. *Cost:* 3,000 gp, 240 XP.

Poisoned Ice Needle Trap: CR 3; mechanical; touch trigger; manual reset; lock bypass (Search DC 25, Open Lock DC 30); Atk +12 ranged (1d8 plus poison, ice needle); poison (woolly mammoth eye juice, DC 14 Fortitude save resists, 1d2 Str + 1d2 Dex/1d4 Str); Search DC 15; Disable Device DC 15. *Market Price:* 2,240 gp.

CR 4 Traps

Arctic Haze Trap: CR 4; spell; spell trigger; no reset; spell effect (*arctic haze*, 5th-level wizard); Search DC 28; Disable Device DC 28. *Cost:* 150 gp to hire NPC spellcaster.

Deadfall of Snow: CR 4; mechanical; touch trigger (attached); no reset; Atk +15 melee (6d6, snow); Search DC 20; Disable Device DC 24. *Market Price:* 8,800 gp.

Poisoned Icicle Trap: CR 4; mechanical; location trigger; manual reset; Atk +14 ranged (2d6/×3 plus poison, icicle); multiple targets (1 icicle per target in a 10-ft.-by-10-ft. area); poison (Yeti oil, DC 15 Fortitude save resists, 1d4 Dex/1d4 Dex); Search DC 21; Disable Device DC 22. *Market Price:* 9,700 gp.

Slush-Filled Room Trap: CR 4; mechanical; location trigger; automatic reset; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (5 rounds); slush (see Deep Slush Bog, page 22); Search DC 17; Disable Device DC 23. *Market Price:* 11,200 gp.

Wall Ice-Blade Trap: CR 4; mechanical; location trigger; automatic reset; Atk +20 melee (4d6/×4, ice scythe); Search DC 21; Disable Device DC 18. *Market Price:* 14,000 gp.

CR 5 Traps

Deep Ice-Spike Pit Trap: CR 5; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 70 ft. deep (7d6, fall); pit ice-spikes (Atk +10 melee, 1d4 ice spikes per target for 1d4+1d6 cold each); Search DC 18; Disable Device DC 15. *Market Price:* 16,000 gp.

Doorknob Smeared with Contact Poison: CR 5; mechanical; touch trigger (attached); manual reset; poison (ice toad bile, DC 12 Fortitude save resists, unconscious/unconscious for 1d4 hours); Search DC 25; Disable Device DC 19. *Market Price:* 9,250 gp.

Falling Ice Block Trap: CR 5; mechanical; location trigger; manual reset; Atk +15 melee (5d6, ice block); multiple targets (can strike all characters in two adjacent specified squares); Search DC 20; Disable Device DC 25. *Market Price:* 15,000 gp.

Hail of Icicles: CR 5; mechanical; location trigger; manual reset; Atk +18 ranged (2d6/×3, icicle); multiple targets (1d4 darts per target in a 10-ft.-by-10-ft. area); Search DC 19; Disable Device DC 25. *Market Price:* 17,500 gp.

Ice-Spike Pit Trap: CR 5; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); pit ice spikes (Atk +10 melee, 1d4 ice spikes per target for 1d4 plus 1d6 cold each); Search DC 21; Disable Device DC 20. *Market Price:* 4,125 gp.

Ice Web Trap: CR 5; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*ice web*, 7th-level wizard); Search DC 29; Disable Device DC 29. *Cost:* 14,000 gp, 1120 XP.

Mindfrost Trap: CR 5; magic device; proximity trigger (*alarm* covering the entire room); automatic reset; spell effect (*mindfrost*, 7th-level wizard, 1d4 Int damage, DC 16 Will save negates); Search DC 29; Disable Device DC 29. *Cost:* 14,000 gp, 1,120 XP.

Poisoned Wall Ice Spikes: CR 5; mechanical; location trigger; manual reset; Atk +16 melee (1d8 plus poison, ice spike); multiple targets (closest target in each of two adjacent 5-ft. squares); poison (chilblain brain juice, DC 14 Fortitude save resists, 1 Dex/1d4 Dex); Search DC 17; Disable Device DC 21. *Market Price:* 10,610 gp.

Slush-Flooding Room Trap: CR 5; mechanical; proximity trigger; automatic reset; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (4 rounds); slush (see Deep Slush Bog, page 22); Search DC 20; Disable Device DC 25. *Market Price:* 22,500 gp.

Wide-Mouth Ice-Spike Pit Trap: CR 5; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit ice spikes (Atk +10 melee, 1d4 spikes per target for 1d4 plus 1d6 cold each); Search DC 18; Disable Device DC 25. *Market Price:* 9,000 gp.

CR 6 Traps

Ice-Spike Pit Trap: CR 6; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); pit ice spikes (Atk +10 melee, 1d4 spikes for 1d4 plus 1d6 cold each); Search DC 20; Disable Device DC 20. *Market Price:* 9,000 gp.

Poison Icicle Trap: CR 6; mechanical; touch trigger; no reset; Atk +17 melee (2d6/×3 plus poison, icicle); poison (ice toad bile, DC 12 Fortitude save resists, unconscious/unconscious for 1d4 hours); Search DC 22; Disable Device DC 17. *Market Price:* 12,250 gp.

Whirling Poisoned Ice Blades: CR 6; mechanical; timed trigger; automatic reset; hidden lock bypass (Search DC 25, Open Lock DC 30); Atk +20 melee (1d4+1d6 cold/19–20 plus poison, narrow ice blade); poison (Yeti oil, DC 15 Fortitude save resists, 1d4 Dex/1d4 Dex); multiple targets (one target in each of three preselected 5-ft. squares); Search DC 20; Disable Device DC 20. *Market Price:* 25,900 gp.

CR 7 Traps

Built-to-Collapse Ice Wall: CR 7; mechanical; proximity trigger; no reset; Atk +20 melee (10d6, ice blocks); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 14; Disable Device DC 16. *Market Price:* 17,500 gp.

Conjure Ice Beast VI Trap: CR 7; magic device; proximity trigger (*alarm*); no reset; spell effect (*conjure ice beast VI*, 11th-level cleric), Search DC 31; Disable Device DC 31. *Cost:* 3,300 gp, 264 XP.

Heartfreeze Trap: CR 7; magic device; proximity trigger (*alarm*); no reset; spell effect (*heartfreeze*, 11th-level wizard, die, DC 19 Fortitude save for partial); Search DC 29; Disable Device DC 29. *Cost:* 33,000 gp, 2,640 XP.

Icegaunt Dust Trap: CR 7; mechanical; location trigger; repair reset; gas; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (3 rounds); poison (icegaunt dust, DC 14 Fortitude save resists, 1d6 Con /2d4 Con + 2d4 Dex); Search DC 21; Disable Device DC 21. *Market Price:* 16,900 gp.

Ice Rift Trap: CR 7; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*ice rift*, 11th-level cleric, must be in frostfell area); Search DC 31; Disable Device DC 31. *Cost:* 33,000 gp, 2,640 XP.

Ice-Spike Pit Trap (80 Ft. Deep): CR 7; mechanical; location trigger, manual reset; DC 20 Reflex save avoids; 80 ft. deep (8d6, fall), pit ice spikes (Atk +10 melee, 1d4 ice spikes for 1d4+1d6 cold each); Search DC 20; Disable Device DC 20. *Market Price:* 7,000 gp.

Ice Toad Bile Wall Ice-Blade: CR 7; mechanical; touch trigger; manual reset; Atk +16 melee (4d6/4 plus poison, ice scythe); poison (ice toad bile, DC 12 Fortitude save resists, unconscious/unconscious for 1d4 hours); Search DC 24; Disable Device DC 19. *Market Price:* 20,550 gp.

Slush-Filled Room: CR 7; mechanical; location trigger; manual reset; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (3 rounds); slush (see Deep Slush Bog, page 12); Search DC 20; Disable Device DC 25. *Market Price:* 21,000 gp.

Spiked Ice Blocks from Ceiling: CR 7; mechanical; location trigger; repair reset; Atk +20 melee (8d6, ice spikes); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 24; Disable Device DC 20. *Market Price:* 25,200 gp.

Waves of Cold Trap: CR 7; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*waves of cold*, 11th-level wizard, fire creatures shaken, no save); Search DC 31; Disable Device DC 31. *Cost:* 33,000 gp, 2,640 XP.

CR 8 Traps

Conjure Ice Beast VII Trap: CR 8; magic device; touch trigger (*alarm*); automatic reset; spell effect (*conjure ice beast VII*, 13th-level cleric); Search DC 32; Disable Device DC 32. *Cost:* 45,500 gp, 3,640 XP.

Greater Aura of Cold Trap: CR 8; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*greater aura of cold*, 13th-level cleric, 2d6 cold damage to all within 10 ft., no save); Search DC 32; Disable Device DC 32. *Cost:* 45,500 gp, 3,640 XP.

Hail of Poisoned Icicles: CR 8; mechanical; location trigger; manual reset; Atk +10 ranged (2d6/×3 plus poison, icicle); poison (ice toad bile, DC 12 Fortitude save resists, unconscious/unconscious for 1d4 hours); multiple targets (1 icicle per target in a 10-ft.-by-10-ft. area); Search DC 20; Disable Device DC 20. *Market Price:* 8,250 gp.

Well-Camouflaged Ice-Spike Pit Trap: CR 8; mechanical; location trigger; repair reset; DC 25 Reflex save avoids; 80 ft. deep (8d6, fall), +10 melee (1d4 ice spikes for 1d4 plus 1d6 cold); Search DC 27; Disable Device DC 18. *Market Price:* 28,000 gp.

White Pudding Essence Vapor Trap: CR 8; mechanical; location trigger; repair reset; gas; never miss; onset delay (1 round); poison (white pudding essence, DC 13 Fortitude save resists, 1d2 Wis/1d2 Wis + 1d2 Int); multiple targets (all targets in a 10-ft.-by-10-ft. room); Search DC 25; Disable Device DC 20. *Market Price:* 22,900 gp.

CR 9 Traps

Crushing Ice Room: CR 9; mechanical; location trigger; automatic reset; walls move together (16d6, crush); multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (3 rounds); Search DC 22; Disable Device DC 20. *Market Price:* 26,100 gp.

Frostfell Trap: CR 9; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*frostfell*, 15th-level druid); Search DC 33; Disable Device DC 33. *Cost:* 60,000 gp, 4,800 XP.

CR 10 Traps

Dropping Ice Ceiling: CR 10; mechanical; location trigger; repair reset; ceiling moves down (7d6, crush); multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (1 round); Search DC 20; Disable Device DC 16. *Market Price:* 14,000 gp.

Forcecage and Conjure Ice Beast VII Trap: CR 10; magic device; proximity trigger (*alarm*); automatic reset; multiple traps (one *forcecage* trap and one *conjure ice beast* VII trap); spell effect (*forcecage*, 13th-level wizard), spell effect (*conjure ice beast VII*, 13th-level cleric); Search DC 32; Disable Device DC 32. *Cost:* 241,000 gp, 7,280 XP.

Note: This trap is really one CR 8 trap that creates a *forcecage* and a second CR 8 trap that conjures an ice beast in the same area. If both succeed, the ice beast appears inside the *forcecage*. These effects are independent of each other.

Poisoned Ice-Spike Pit Trap: CR 10; mechanical; location trigger; manual reset; hidden lock bypass (Search DC 25, Open Lock DC 30); DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); pit ice spikes (Atk +5 melee, 1d4 spikes per target for 1d4 plus 1d6 cold plus poison each); poison (dragon bile, DC 26 Fortitude save resists, 3d6 Str); Search DC 16; Disable Device DC 15. *Market Price:* 2,500 gp.

Wide-Mouth Pit with Poisoned Ice-Spikes: CR 10; mechanical; location trigger; manual reset; hidden lock bypass (Search DC 25, Open Lock DC 30); DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); pit ice spikes (Atk +10 melee, 1d4 spikes per target for 1d4 plus 1d6 cold plus poison each); poison (chilblain brain juice, DC 14 Fortitude save resists, 1 Dex/1d4 Dex); Search DC 20; Disable Device DC 20. *Market Price:* 13,110 gp.

FROSTFELL WILDERNESS TERRAIN

The terrain of the frostfell varies greatly, from slow-moving glaciers to individual chambers of frigid cold in the middle of otherwise nonfrostfell dungeons. This section includes terrain that adventurers may encounter in wilderness settings, though any of these terrain types can also be found within natural or worked snow and ice caves or cavern complexes. A select few—cold gates and ice and snow fields—can exist within traditional dungeon locations, placed there by magic or supernatural forces.

The terrain types below are presented using the format found in Chapter 3 of the *Dungeon Master's Guide*.

COLD GATE

The intense forces leaking from the Elemental Planes through gates to a frostfell region alter the terrain surrounding these magical portals.

When you design a region that includes a cold gate, include the items in the list below within five squares of the gate when drawing those areas. The terrain elements of cold gates are not mutually exclusive with the elements of other terrain types, although you may have to use your best judgment in certain cases. For example, a square near a gate to the Elemental Plane of Water in marshy terrain may include a deep bog (from the Marsh Terrain Features table) and freezing temperatures (from the Cold Gate Terrain Features table).

Cold gate terrain can be divided into two categories: the Plane of Air and the Plane of Water.

Cold Gate Terrain Features

	—Frostfell Gate Category—	
	Plane of Air	Plane of Water
Severe cold	95%	95%
Light rubble	5%	25%
Ice sheet	5%	20%
Natural snow field	30%	10%
Razor ice	15%	25%

Severe Cold: The temperature here is below 0° F. Creatures within the area are susceptible to the dangers of severe cold (cold damage, hypothermia, and frostbite, as detailed in Frostfell Hazards, page 8).

Light Rubble: Chunks of ice are strewn across the ground, making nimble movement more difficult. Light rubble increases the DC of Balance and Tumble checks by 2.

Ice Sheet: The ground is covered with slippery ice. It costs 2 squares of movement to enter a square covered by an ice sheet, and the DC of Balance and Tumble checks there increases by 5. A DC 10 Balance check is required to run or charge across an ice sheet.

Natural Snow Field: The area is covered in 1d6 feet of snow. Movement is impeded or impossible, depending upon the size of the creature and the depth of the snow (see Table 1–4: Snow-Impeded Movement).

Razor Ice: The area is covered in razor ice 1d4 feet deep, an accumulation of supernaturally strong and sharp snowflakes (see page 16). Razor ice impedes movement as snow of equal depth (see Table 1–4: Snow-Impeded Movement), and deals damage for each square a creature enters.

EVERFROST TERRAIN

Everfrost consists of barren, desolate plains of lichen-covered rock and rubble. Unlike tundra, everfrost is not boggy or wet in warm months, nor does it ever bloom; it is simply a frozen desert, completely inhospitable to all but the simplest plant life and most resourceful of animals.

Desolate mountain plateaus in high-elevation frostfell areas are commonly everfrost terrain, as are high-latitude deserts, arid regions of the poles, and portions of the outer planes.

Snow covers most everfrost regions for at least part of the year. Refer to the Snow Field Terrain entry below for information on snow-covered everfrost.

The two types of everfrost terrain are patchy and solid. The table below describes in general terms how likely it is that a given square has a terrain element in it. You shouldn't roll for each square. Instead, use the percentages in the table below to guide the maps you create.

Everfrost Terrain Features

	—Everfrost Category—	
	Patchy	Solid
Crevasse	10%	20%
Gradual slope	15%	25%
Light rubble	20%	10%
Light undergrowth	10%	5%
Scree	—	10%

Crevasse: Crevasses function like pits in a dungeon setting. A typical crevasse is 2d4×10 feet deep, at least 30 feet long, and anywhere from 5 to 40 feet wide. Crusts of snow sometimes hide crevasses.

Gradual Slope: This incline isn't steep enough to affect movement, but characters gain a +1 bonus on melee attacks against foes downhill from them.

Light Rubble: Small frost-covered rocks and chunks of frozen soil are strewn across the ground, making nimble movement more difficult. The DC of Balance and Tumble checks increases by 2.

Light Undergrowth: Frozen stumps of hardy plants that grow only during the few scant weeks of the summer season cover the ground. A space covered with light undergrowth provides concealment, costs 2 squares of movement to move into, and increases the DC of Tumble checks by 2. Creatures take a –2 penalty on Move Silently checks in light undergrowth.

Scree: A field of shifting frozen soil pellets, scree doesn't affect speed, but it can be treacherous on a slope. The DC of Balance and Tumble checks increases by 2 and creatures take a –2 penalty on Move Silently checks if there's scree on a gradual slope.

FROSTFELL MARSH TERRAIN

Frostfell marsh terrain can vary greatly, from relatively dry moors to slushy swamps. Both are often bordered by lakes in subarctic regions or hot springs in colder locales.

The table below describes terrain elements found in each of the two frostfell marsh categories. The percentages are intended to guide your map-drawing; don't roll for each square.

Frostfell Marsh Terrain Features

	—Frostfell Marsh Category—	
	Moor	Swamp
Light undergrowth	20%	30%
Snow dusting	10%	20%
Quickslush	5%	10%
Deep slush bog	10%	25%
Shallow slush bog	25%	45%

Light Undergrowth: The evergreen bushes and other tall grasses in frostfell swamps obstruct movement. A space covered with light undergrowth provides concealment, costs 2 squares of movement to move into, and increases the DC of Tumble checks by 2. Creatures take a –2 penalty on Move Silently checks in light undergrowth.

Snow Dusting: The ground is covered by 1d4 inches of snow that has yet to melt into slush, making the area slippery and covering any bogs or undergrowth that exist in the same square. The DC of Balance and Tumble checks in the area are increased by 2 due to the slipperiness.

Quickslush: Patches of quickslush present the appearance of a shallow slush bog that may trap careless characters (see below).

Slush Bogs: If a square is part of a shallow slush bog, it has slush about 1 foot in depth. It costs 2 squares of movement to move into a square with a shallow slush bog, and the DC of Balance and Tumble checks in such a square increases by 2.

A square that is part of a deep slush bog has roughly 4 feet of slush. It costs Medium or larger creatures 4 squares of movement to move into a square with a deep slush bog, or characters can swim if they wish, taking a –4 penalty on the Swim check for the slush's soupy consistency. Small or smaller creatures must swim to move through a deep bog. Tumbling is impossible in a deep slush bog.

The slush in a deep slush bog provides cover for Medium or larger creatures. Smaller creatures gain improved cover (+8 bonus to AC, +4 bonus on Reflex saves). Medium or larger creatures can crouch as a move action to gain this improved cover. Creatures with this improved cover take a –10 penalty on attacks against creatures that aren't in the slush.

Characters entering the slush of a bog are susceptible to hypothermia (see page 10).

Deep slush bog squares are usually clustered together and surrounded by an irregular ring of shallow slush bog squares.

Both shallow and deep slush bogs impose a –4 penalty on Move Silently checks.

Frostfell Mountain Terrain

Areas of frostfell mountains are colder, more extreme versions of normal peaks. Use the table below instead of the Mountain Terrain Features table in the *Dungeon Master's Guide* when creating a map of a mountainous frostfell area. Refer to that section of the *Dungeon Master's Guide* for more information on mountain terrain.

Frostfell Mountain Terrain Features

	—Frostfell Mountain Category—		
	Alpine Meadow	Rugged	Forbidding
Cliff	15%	25%	30%
Crevasse	5%	15%	25%
Dense rubble	5%	25%	35%
Gradual slope	40%	15%	5%
Ice sheet	25%	35%	45%
Light undergrowth	10%	—	—
Natural snow field	20%	30%	40%
Steep slope	50%	60%	65%

Cliff: A cliff typically requires a DC 15 Climb check to scale and is 1d4×10 feet tall, although the needs of your map may mandate a taller cliff. A cliff isn't perfectly vertical, taking up 5-foot squares if it's less than 30 feet tall and 10-foot squares if it's 30 feet or taller. Since the rocks in these regions are typically covered in frost, the DC of Climb checks is increased by 2 when climbing cliffs in frostfell areas.

Crevasse: Crevasses function like pits in a dungeon setting. A typical crevasse is 2d4×10 feet deep, at least 30 feet long, and anywhere from 5 to 40 feet wide. Some crevasses are hidden by crusts of snow.

Dense Rubble: The ground is covered in rocks and chunks of ice of all sizes. It costs 2 squares of movement to enter a square with dense rubble. The DC of Balance and Tumble checks on dense rubble increases by 5, and Move Silently checks have a –2 penalty.

Gradual Slope: This incline isn't steep enough to affect movement, but characters gain a +1 bonus on melee attacks against foes downhill from them.

Ice Sheet: The ground is covered with slippery ice. It costs 2 squares of movement to enter a square covered by an ice sheet, and the DC of Balance and Tumble checks increases by 5. A DC 10 Balance check is required to run or charge across an ice sheet.

Ice sheets in areas with a gradual slope cost 3 squares of movement to enter and increase the DC of Balance and Tumble checks by 10. A DC 12 Balance check is required to run or charge.

Ice sheets in areas with a steep slope cost 4 squares of movement to enter and increase the DC of Tumble checks by 10 and Balance checks by 12. All other effects of steep slope also apply, and all other DCs (such as Ride checks) are increased by an additional 2; however, the Tumble penalty of the ice sheet supercedes the Tumble penalty of the steep slope.

Light Undergrowth: A space covered with light undergrowth provides concealment, costs 2 squares of movement to move into, and increases the DC of Tumble checks by 2. Creatures take a –2 penalty on Move Silently checks in light undergrowth.

Natural Snow Field: The area is covered by snow 1d4×10 feet in depth, although a firm layer is only 1d6 feet below the surface.

Steep Slope: Characters moving uphill (to an adjacent square of higher elevation) must spend 2 squares of

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Frostfell mountains

movement to enter each square of steep slope. Characters running or charging downhill (moving to an adjacent square of lower elevation) must succeed on a DC 10 Balance check upon entering the first steep slope square. Mounted characters make a DC 10 Ride check instead. Characters who fail this check stumble and must end their movement 1d2×5 feet later. Characters who fail by 5 or more fall prone in the square where they end their movement.

A steep slope increases the DC of Tumble checks by 2.

FROZEN SEA TERRAIN

The icy oceans of frostfell regions have crusts of saltwater ice 10 to 20 feet thick. This pack ice is composed of pieces of ice of various sizes, shapes, and ages that are free to drift under the influence of winds and sea currents. Frozen seas are either arctic or subarctic.

Characters who enter the waters of frozen seas are subject to the effects of hypothermia (see page 10) and may become trapped beneath the surface as natural gaps or man-made holes in the pack ice close or the ice shifts. See Aquatic Terrain, page 92 of the *Dungeon Master's Guide*, for information on the effects and game mechanics of swimming in water.

Frozen Sea Terrain Features

	—Frozen Sea Category—	
	Subarctic	Arctic
Crevasse	30%	10%
Large iceberg	5%	5%
Narrow ice floe	25%	15%
Pack ice	50%	70%
Wide ice floe	15%	5%

Crevasse: These irregular openings in the pack ice are caused by ocean currents and shifting wind-flow patterns. A typical crevasse is 1d4×10 feet deep (deep enough to reach the water below), at least 30 feet long, and anywhere from 5 to 40 feet wide. Some crevasses are hidden by crusts of snow.

Characters falling into crevasses in frozen seas are subject to the effects of hypothermia and must make a DC 15 Swim check to tread water or move.

Large Iceberg: These areas, and many surrounding squares, are filled by a large iceberg roughly 2d6×10 feet in diameter. Treat these areas as separate regions for mapping purposes (see Iceberg Terrain, below).

Narrow Ice Floe: These areas of flowing water are filled with chunks of floating ice. They are 1d4 squares across. A creature in the water with an ice floe is immersed in freezing water, immediately subjected to hypothermia, and must succeed on a DC 15 Swim check to tread water or move (see the Swim skill, page 84 of the *Player's Handbook*). Each round, there is 50% chance the character is struck by a piece of moving ice in the floe. Treat this as a +5 slam melee attack that deals 1d2 points of damage.

Pack Ice: Ice in these areas is 1d10+10 feet thick. The ground consists of slippery ice. It costs 2 squares of movement to enter a square covered by an ice sheet, and the DC of Balance and Tumble checks increases by 5. A DC 10 Balance check is required to run or charge across pack ice.

Wide Ice Floe: These areas function like narrow ice floes, except that they are 1d6 miles wide and contain larger chunks of ice. Each round there is a 50% chance that a character in the water is struck by a piece of moving ice (+10 slam melee attack, 2d6 points of damage).

Underwater Combat: See page 93 of the *Dungeon Master's Guide* for detailed information on this topic. Characters in the waters of frozen seas are immediately susceptible to hypothermia unless somehow protected.

GLACIER TERRAIN

Glaciers are moving masses of ice formed in high mountains and polar regions by the compacting of snow and ice. They are thrust into motion by their sheer, colossal weight. Glaciers come in three categories: tongue, valley, and continental.

Tongue glaciers are narrow sheets of ice formed by frozen streams or rivers that flow down into valleys.

Valley glaciers are larger sheets of ice that crawl slowly, skirting mountains by following valleys.

Continental glaciers are massive ice sheets that can extend for tens or even hundreds of miles. These grind across the earth, engulfing entire land masses in ice.

Glacier Terrain Features

	—Glacier Category—		
	Tongue	Valley	Continental
Dense rubble	20%	30%	35%
Freezing river	20%	10%	5%
Gradual slope	10%	30%	40%
Ice sheet	95%	95%	95%
Light rubble	35%	25%	15%
Natural snow field	20%	20%	20%
Steep slope	5%	20%	35%

Crevasse: Glacial crevasses are covered 50% of the time by a layer of snow. A typical glacier crevasse is 4d4×10 feet deep, at least 30 feet long, and anywhere from 5 to 40 feet wide.

Dense Rubble: The ground is covered in rocks and chunks of ice of all sizes. It costs 2 squares of movement to enter a square with dense rubble. The DC of Balance and Tumble checks on dense rubble increases by 5, and Move Silently checks have a –2 penalty.

Freezing River: A stream, tributary, or river flows through the area, moving just fast enough to avoid freezing. The water is 2d4 squares wide.

Ice Sheet: The ground consists of slippery ice. It costs 2 squares of movement to enter a square covered by an ice sheet, and the DC of Balance and Tumble checks increases by 5. A DC 10 Balance check is required to run or charge across an ice sheet.

Light Rubble: Small frost-covered rocks and chunks of frozen soil are strewn across the ground, making nimble movement more difficult. The DC of Balance and Tumble checks increases by 2.

Natural Snow Field: The area is covered by snow 1d4×10 feet in depth, although a firm layer is only 1d6 feet below the surface.

Steep Slope: Characters moving uphill (to an adjacent square of higher elevation) must spend 2 squares of movement to enter each square of steep slope. Characters running or charging downhill (moving to an adjacent square of lower elevation) must succeed on a DC 10 Balance check upon entering the first steep slope square. Mounted characters make a DC 10 Ride check instead. Characters who fail this check stumble and must end their movement 1d2×5 feet later. Characters who fail by 5 or more fall prone in the square where they end their movement.

A steep slope increases the DC of Tumble checks by 2.

Ice Field Terrain

The two types of ice field terrain are natural and supernatural. When ice is encountered in any other type of terrain, you may choose to consult this table for additional choices of ice elements. The elements in this list are not mutually exclusive, except that natural ice sheet cannot exist in the same square as any other type of ice. For more information on supernatural features, see Supernatural Perils of the Frostfell (page 13).

Ice Field Terrain Features

	—Ice Field Category—	
	Natural	Supernatural
Ebony ice	2%	10%
Faerie frost	2%	10%
Lightning ice pillar	—	5%
Natural ice sheet	99%	—
Razor ice	1%	5%

Ice Sheet: The ground consists of slippery ice. It costs 2 squares of movement to enter a square covered by an ice sheet, and the DC of Balance and Tumble checks increases by 5. A DC 10 Balance check is required to run or charge across an ice sheet.

Ebony Ice: This functions exactly like ice sheet terrain, except that the ice is jet-black and negative energy fills the area.

Faerie Frost: This functions exactly like ice sheet terrain, except that the area has a hallucinatory effect on creatures.

Lightning Ice Pillars: This functions exactly like ice sheet terrain, except that the square includes a towering pillar of transparent blue ice (2d4×10 feet high and 1d3 squares in diameter).

Razor Ice: The area is covered in razor ice 1d4 feet deep, an accumulation of supernaturally strong and sharp snowflakes. Razor ice impedes movement as snow of equal depth (see Table 1–4: Snow-Impeded Movement), and deals damage for each square a creature enters.

Iceberg Terrain

As snow is squeezed under its own weight on the upper reaches of the glaciers, it starts to flow downhill, eventually reaching the ocean in large "tongues" of packed ice. Eventually, the battering of waves and wind weaken the protruding tongue of the glacier until it breaks off in a huge mass and floats out into open water.

Usually, about one-fifth to one-eighth of an iceberg juts above the water's surface. The core, well below the water line, is composed of ancient, rock-hard ice.

Icebergs come in three categories: small, medium, and large. Small icebergs are 1d2×10 feet high and 1d2×50 feet in diameter. Medium icebergs are 3d4×10 feet high and 3d4×50 feet in diameter. Large icebergs are 1d4×200 feet high and 1d4×500 feet in diameter. All iceberg squares are ice sheets.

Though most icebergs are white in color, a rare few have hues of orange, red, blue, green, or black.

Iceberg Terrain Features

	—Iceberg Category—		
	Small	Medium	Large
Cliff	25%	30%	35%
Crevasse	5%	10%	15%
Gradual slope	10%	20%	30%
Ice sheet	100%	100%	100%
Steep slope	40%	50%	60%

Cliff: A cliff typically requires a DC 15 Climb check to scale and is 1d4×10 feet tall, although the needs of your map may mandate a taller cliff. A cliff isn't perfectly vertical, taking up 5-foot squares if it's less than 30 feet tall and 10-foot squares if it's 30 feet or taller. Since the cliffs on an iceberg are usually covered in frost, the DC of Climb checks is increased by 2.

Crevasse: Crevasses function like pits in a dungeon setting. A typical crevasse is 2d4×10 feet deep, at least 30 feet long, and anywhere from 5 to 40 feet wide. Some crevasses are hidden by crusts of snow.

Gradual Slope: Due to their icy nature, gradual slopes on icebergs cost 3 squares of movement to enter and increase the DC of Balance and Tumble checks by 10. A DC 12 Balance check is required to run or charge. Characters gain a +1 bonus on melee attacks against foes downhill from them.

Ice Sheet: The ground is covered with slippery ice. It costs 2 squares of movement to enter a square covered by an ice sheet, and the DC of Balance and Tumble checks increases by 5. A DC 10 Balance check is required to run or charge across an ice sheet.

Steep Slope: Due to their icy nature, steep slopes on icebergs cost characters 4 squares of movement to enter and increase the DC of Tumble checks by 10 and Balance checks by 12. Characters running or charging downhill (moving to an adjacent square of lower elevation) must succeed on a DC 12 Balance check upon entering the first steep slope square. Mounted characters make a DC 12 Ride check instead. Characters who fail this check stumble and must end their movement 1d2×5 feet later. Characters who fail by 5 or more fall prone in the square where they end their movement.

Abodes and Strongholds: Icebergs, especially those of the medium and large varieties, are sometimes used by nonintelligent or intelligent beings as homes or floating fortresses. They can also serve as temples, dungeons, or even whole cities.

SKYBERG TERRAIN

Skybergs, or flying icebergs, are most often encountered in the Elemental Plane of Air or certain regions of the outer planes, although some may appear in the material plane, held aloft by powerful magics. Like icebergs, they come in three categories: small, medium, and large.

Use the Iceberg Terrain Features table above to create a map of a skyberg.

Abodes and Strongholds: Skybergs of any size make excellent "vehicles" or strongholds for creatures of cold or ice. They can also serve as temples, dungeons, or even whole cities.

SNOW FIELD TERRAIN

Like ice field terrain, snow field terrain can either be natural or supernatural.

When snow is encountered in any other type of terrain, you may choose to consult this table for additional choices of snow field types. The elements in this list are not mutually exclusive. For more information about magical and supernatural features, see Supernatural Perils of the Frostfell (page 13). For information on movement in snow, see Table 1–4: Snow-Impeded Movement (page 12).

Snow Field Terrain Features

	—Snow Field Category—	
	Natural	Supernatural
Shallow slush bog	20%	5%
Acid slush	1%	5%
Blood snow	1%	10%
Natural snow	99%	50%
Negation snow	—	10%
Quickslush	10%	10%
Rustsnow	2%	5%
Snow geyser	5%	5%

Shallow Slush Bogs: The square has slush about 1 foot in depth. It costs 2 squares of movement to move into a square with a shallow slush bog, and the DC of Balance and Tumble checks in such a square increases by 2. The slush bog imposes a –2 penalty on Move Silently checks.

Acid Slush: This functions as a slush bog as described above, except that acidic slush deals 1d6 points of acid damage per round of exposure.

Natural Snow: The area is covered in 1d6 feet of snow. Movement is impeded or impossible, depending upon the size of the creature and the depth of the snow.

Blood Snow: The square is covered in blood snow 1d6 feet deep. Blood snow impedes movement as normal snow and also poisons creatures touching it.

Negation Snow: The square is covered in negation snow 1d6 feet deep. Negation snow impedes movement as normal snow, and may absorb magic.

Quickslush: Patches of quickslush present the appearance of shallow slush (appearing as a shallow slush bog) that may trap careless characters (see page 22).

Rustsnow: The square is covered in rustsnow 1d6 feet deep. Rustsnow impedes movement as normal snow, and may rust metal items.

Snow Geyser: This square includes a geyser that explodes in a gush of cold, snow, and ice that deals 4d6 points of bludgeoning damage plus 2d6 points of cold damage to any character within 10 feet (Reflex DC 15 half). There is a 10% chance per round that a geyser will erupt.

TAIGA FOREST TERRAIN

A taiga forest stands along the warmer border of a treeless tundra, and has long, severe winters lasting up to seven months, with night frosts even in the short summer season.

Taiga forest terrain can be divided into three categories: sparse, medium, and dense.

The table below describes in general terms how likely it is that a given square has a terrain element in it. You shouldn't roll for each square. Instead, use the percentages in the table below to guide the maps you create.

Taiga Forest Terrain Features

	—Taiga Forest Category—		
	Sparse	Medium	Dense
Deep bog	10%	5%	—
Heavy undergrowth	—	15%	40%
Light undergrowth	20%	40%	20%
Massive trees	—	5%	10%
Shallow bog	15%	10%	5%
Typical trees	40%	55%	70%

Bogs: If a square is part of a shallow bog, it has water about 1 foot in depth. It costs 2 squares of movement to move into a square with a shallow bog, and the DC of Tumble checks in such a square increases by 2.

A square that is part of a deep bog has roughly 4 feet of standing water. It costs Medium or larger creatures 4 squares of movement to move into a square with a deep bog, or characters can swim if they wish. Tumbling is impossible in a deep bog.

The water in a deep bog provides cover for Medium or larger creatures. Smaller creatures gain improved cover (+8 bonus to AC, +4 bonus on Reflex saves). Medium or larger creatures can crouch as a move action to gain this improved cover. Creatures with this improved cover take a –10 penalty on attacks against creatures that aren't underwater.

Deep bog squares are usually clustered together and surrounded by an irregular ring of shallow slush bog squares.

Both shallow and deep bogs impose a –2 penalty on Move Silently checks.

Trees: Taiga forests are dominated by pines and evergreens, including cedar, spruce, and larch. For information on typical and massive trees, see Forest Terrain, page 87 of the *Dungeon Master's Guide*.

Undergrowth: A space covered with light undergrowth provides concealment, costs 2 squares of movement to move into, and increases the DC of Tumble checks by 2. Creatures take a –2 penalty on Move Silently checks in light undergrowth.

Heavy undergrowth costs 4 squares of movement to move into, and it provides concealment with a 30% miss chance (instead of the usual 20%). It increases the DC of Tumble checks by 5 and creatures take a –5 penalty on Move Silently checks. Heavy undergrowth is also easy to hide in, granting a

+5 circumstance bonus on Hide checks. Running and charging are impossible.

TUNDRA TERRAIN

The tundra is a barren, lifeless desert of cold, ice, and snow, with a foundation of everfrost beneath.

The two tundra terrain categories are alpine and arctic. As characters venture toward polar regions, they're likely to first face alpine tundra as they leave the bordering taiga forest and then encounter the harsher arctic tundra as they close on the pole.

Both types of tundra are dominated by extreme cold, simple forms of vegetation, limited means of drainage (causing sections of tundra to turn into frostfell marshes during natural or magical bouts of warmth), a short growing season of a few weeks per year, and tremendous oscillations in population.

To draw a map of tundra, consult the table below, using the listed percentages as a guide; don't roll for each square. Though information on tundra appears in the *Dungeon Master's Guide* (see Desert Terrain, page 91), this entry breaks tundra down into its two types.

Packed snow walls

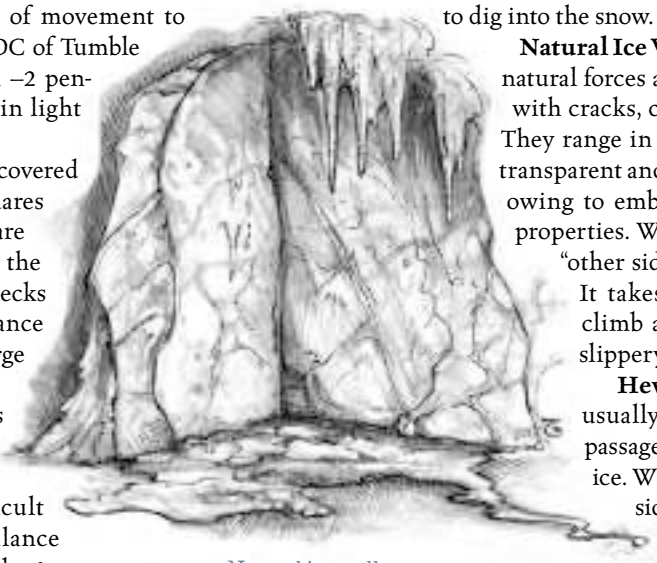
Tundra Terrain Features

	—Tundra Category—	
	Alpine	Arctic
Light undergrowth	20%	10%
Ice sheet	15%	25%
Light rubble	5%	5%

Light Undergrowth: Consisting of scrubby, hardy bushes and brush, a square of light undergrowth provides concealment, costs 2 squares of movement to move into, and increases the DC of Tumble checks by 2. Creatures take a –2 penalty on Move Silently checks in light undergrowth.

Ice Sheet: The ground is covered with slippery ice. It costs 2 squares of movement to enter a square covered by an ice sheet, and the DC of Balance and Tumble checks increases by 5. A DC 10 Balance check is required to run or charge across an ice sheet.

Light Rubble: Small rocks or chunks of ice are strewn across the ground, making nimble movement more difficult than normal. The DC of Balance and Tumble checks increases by 2.



Natural ice walls

FROSTFELL DUNGEON TERRAIN

As mentioned above, ice and cold dungeons come in three main types: natural, worked, and altered. Natural dungeons include ice canyons and cavern complexes formed through natural forces. Worked dungeons can be carved-out interiors of icebergs (floating in water or air), rough-hewn mountain fortresses, and other compounds made from ice and snow. Altered dungeons can be mazes formed of conjured ice, ancient labyrinths magically altered by cold-based creatures or spellcasters, or simply an area or even a few chambers of an otherwise normal dungeon (created by a random effect, magic gone awry, as an obstacle or trap, or even to house a particular guardian of a cold or ice nature).

WALLS

In frostfell regions, whether naturally occurring or artificially constructed, walls separate the dungeon complex into tunnels, halls, chambers, and caverns. These walls may be made of snow, ice, or stone (for information on masonry, hewn stone, and unworked stone walls, see Dungeon Terrain, page 59 of the *Dungeon Master's Guide*). Snow walls rarely form by natural means, and are most often built by hand or by magic. Ice walls can be natural or hewn, and both snow and ice walls can be magically reinforced.

Packed Snow Walls: These brilliant white walls are most often created by first carving or packing snow into massive blocks and then arranging the blocks into a vertical plane usually 2 feet thick. Often these walls feature cracks, crevices, and extremely narrow ledges where the snow blocks fail to perfectly match up. It takes a DC 18 Climb check to climb a packed snow wall; climbers can use climbing tools to dig into the snow.

Natural Ice Walls: Walls of ice formed by natural forces are typically rough-surfaced, with cracks, crevices, ledges, and alcoves. They range in appearance from opaque to transparent and can have a hue of any color, owing to embedded minerals or magical properties. When this type of wall has an "other side," it is usually 5 feet thick. It takes a DC 30 Climb check to climb a natural ice wall due to its slippery surface.

Hewn Ice Walls: These walls usually result when a chamber or passageway is tunneled out of solid ice. When such a wall has an "other side," it is typically 3 feet thick; anything thinner risks collapsing from the weight of

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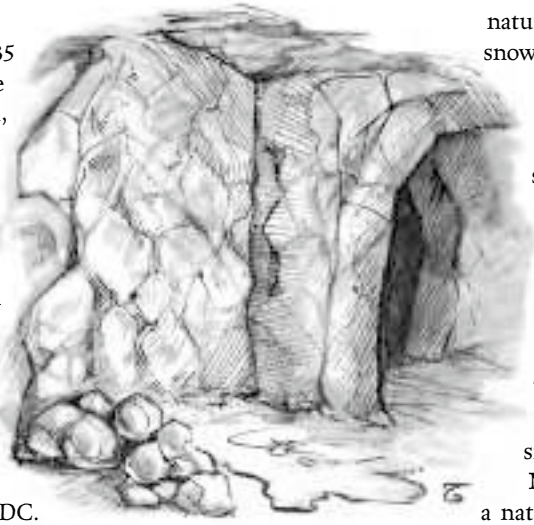
Table 1–9: Walls

Wall Type	Typical Thickness	Break DC	Hardness	Hit Points[1]	Climb DC
Packed snow	2 ft.	22	4	45 hp	18
Natural ice	5 ft.	60	8	80 hp	30
Hewn ice	3 ft.	40	8	60 hp	35
Magically treated[2]	—	+30	×2	×2[3]	+20

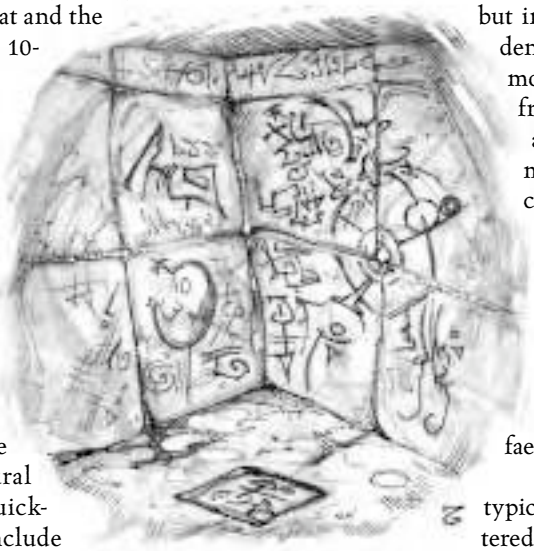
1 Per 10-foot-by-10-foot section.
2 These modifiers can be applied to any of the other wall types.
3 Or an additional 50 hit points, whichever is greater.

all the ice overhead. It takes a DC 35 Climb check to climb a hewn ice wall due to its relatively smooth, slippery surface.

Magically Treated Snow or Ice Walls: Frost mages, glacial druids, or frostfell deities may reinforce snow and ice walls with magic siphoned directly from the Elemental Planes, making them stronger, harder, sturdier, and more difficult to break and climb. This magic can usually double the hardness and hit points and can add up to 30 to the break DC and up to 20 to the Climb DC. A magically treated wall also gains a saving throw bonus against spells equaling 2 + 1/2 the caster level of the magic reinforcing the wall, as well as immunity to cold and fire. Creating a magic wall requires the Craft Wondrous Item feat and the expenditure of 2,000 gp for each 10-foot-by-10-foot wall section.



Hewn ice walls



Magically treated snow or ice walls

Illus. by D. Kovacs

FLOORS

Like walls, floors in frostfell complexes come in a variety of types. All the floor types detailed in Chapter 3 of the *Dungeon Master's Guide* may also be found in these complexes.

Loose Snow Floors: These floors act just like natural snowfields as described in Snow Field Terrain, above. The snow in these areas can be natural or supernatural (blood snow, negation snow, quicksnow, or rustsnow) and may include areas of natural or acid slush bogs, which function as described under Frostfell Marsh Terrain, above.

Packed Snow Floors: Packed snow occurs from constant traffic or purposeful pounding. The slipperiness of the snow increases the DC of Balance and Tumble checks by 2. This is the most common type of floor found in natural complexes. The packed snow in these areas can be natural or supernatural (blood snow, rustsnow, or negation snow).

Snow Block Floors: These floors consist of large blocks of packed snow, making them horizontal versions of packed snow walls. These floors can have cracks where the snow blocks have deteriorated and where they were originally poorly placed against other blocks. On this surface, the DC of Balance and Tumble checks increases by 5. The snow blocks in these areas can be natural or supernatural (blood snow, rustsnow, or negation snow).

Natural Ice Floors: The floor of a natural ice cave is rough and uneven, rarely having a level surface and pitted with cracks and crevices. Adjacent floor surfaces might vary in elevation by a foot, so that moving from one to the other is no more difficult than negotiating a stair step, but in other places the floor might suddenly drop off or rise up several feet or more, requiring Climb checks to get from one surface to the other. Unless a path has been worn and well marked in the floor of a natural ice cave, it takes 2 squares of movement to enter a square with natural ice floor, and the DC of Balance and Tumble checks increases by 10. Running and charging are impossible, except along paths.

The ice in these areas can be natural or supernatural (ebony ice, faerie frost, or razor ice).

Hewn Ice Floors: These floors are typically rough, uneven, slippery, and littered with tiny chunks of ice. A DC 15 Balance check is required to run or charge across such a floor. Failure means the character can still act, but can't run or charge this round.

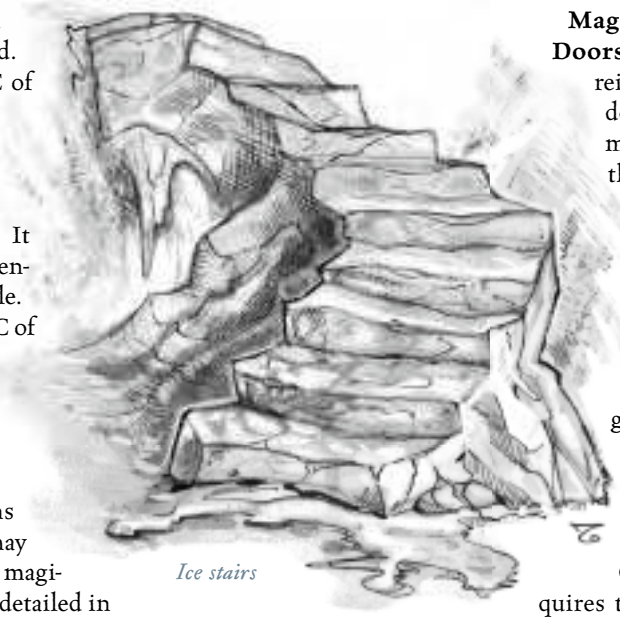
Smooth Ice Floors: Floors of glasslike ice can form as a result of a subterranean frozen pond or lake or intelligent design. These floors have extremely slick surface, increasing the DC of Balance and Tumble checks by 10. In addition, it costs 2 squares of movement to enter a square with a smooth ice floor. The reduced friction makes running or charging impossible.

WALLS, DOORS, AND *DETECT* SPELLS

Natural ice, hewn ice, and magically treated snow and ice walls are usually thick enough to block most *detect* spells, such as *detect magic* and *detect thoughts*. All walls and doors, including those made of packed snow, are cold enough to block *detect fire* spells and spell-like abilities.

Light Icy Rubble: Small chunks of ice cover the ground. Light rubble adds 5 to the DC of Balance and Tumble checks.

Dense Icy Rubble: The ground is littered with icy debris of all sizes: from small chunks to stalagmites of ice. It costs 2 squares of movement to enter a square with dense icy rubble. The shaky footing adds 10 to DC of Balance and Tumble checks, and Move Silently checks have a –3 penalty.



Ice stairs

PORTALS

Portals in frostfell dungeons come in a variety of types and may be trapped with mechanical or magical triggers. All the door types detailed in Chapter 3 of the *Dungeon Master's Guide* may also be found in these complexes. Characters in frostfell areas may also encounter the following additional portal types, which may be plain or carved with imagery, inscriptions, or other visual depictions.

Snow Boulder: These huge spheres of packed snow, usually 10 feet in diameter, can be rolled into archways to block egress. They cannot be locked, but may become stuck to the snowy, icy, or stone walls. Rolling a snow boulder out of the way requires a successful DC 15 Strength check, though they can be easily destroyed with a few solid attacks.

Natural Ice Boulder: Boulders of natural ice resemble snow boulders in their shape and size. They are most often opaque with a whitish or bluish-white coloring, as most intelligent denizens use doors for privacy as well as security. However, ice boulders can be transparent. Rolling an ice boulder out of the way requires a successful DC 20 Strength check.

Hewn Ice Slab: Carved from massive slabs of ice, these heavy, unwieldy doors are usually built so that they can swing on ice or stone hinges. These are the strongest and sturdiest of the natural frostfell doors, and are therefore most often used to protect important dungeon sections, vaults, sacred or profane chambers, or other valued locations or items.

Snow and ice bridges

Magically Treated Snow or Ice Doors: Frostfell spellcasters may reinforce snow boulders, ice boulders, and hewn ice slabs with magic siphoned directly from the Elemental Planes, making them stronger, harder, sturdier, and more difficult to break. This magic usually doubles the hardness and hit points and can add up to 10 to the break DC. A magically treated portal also gains a saving throw bonus against spells equaling 2 + 1/2 the caster level of the magic reinforcing the portal, as well as immunity to cold and fire. Creating a magic portal requires the Craft Wondrous Item feat and the expenditure of 2,000 gp for each 10-foot-by-10-foot door section.

CORRIDORS

Passageways in frostfell compounds resemble those in any other dungeon setting, except perhaps for their composition, which may include snow and ice. Traps—natural, mechanical, and magical—can include deadfalls of snow, falling icicles, or explosions of frostfell magic. See page 63 of the *Dungeon Master's Guide* for more information on dungeon corridors, and Frostfell Traps (page 18) for details on new frostfell traps.

ROOMS

Rooms in frostfell dungeons come in a variety of types. All the room types detailed in Chapter 3: Dungeon Terrain of the *Dungeon Master's Guide* may be found in these complexes, along with the new area listed below. In addition, their walls, floors, and portals may be of a frostfell variety.

Frostfell Summoning Chamber: Frostfell spellcasters often construct special chambers for summoning extraplanar creatures of cold (as a *summon monster* spell) or conjuring beasts made of ice (as a *conjure ice beast* spell). The main characteristic of these rooms is their temperature: the colder, the better.

Within these locations, the caster may summon or conjure an additional numbers of creatures for a given spell as indicated on the table below. All creatures summoned or conjured by the casting of a single spell, including the bonus creatures, must be of the same kind.

Table 1–10: Portals

Door Type	Typical Thickness	Hardness	Hit Points	Break DC Stuck	Locked
Snow boulder	10 ft.	2	30 hp	17	—
Natural ice boulder	10 ft.	4	60 hp	30	—
Hewn ice slab	1–1/2 ft.	4	40 hp	25	28
Magical treated	—	×2	×2	+10	+20

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Creating a frostfell summoning chamber requires the Craft Wondrous Item feat and the expenditure of 15,000 gp.

Table 1–11: Frostfell Summoning Bonuses

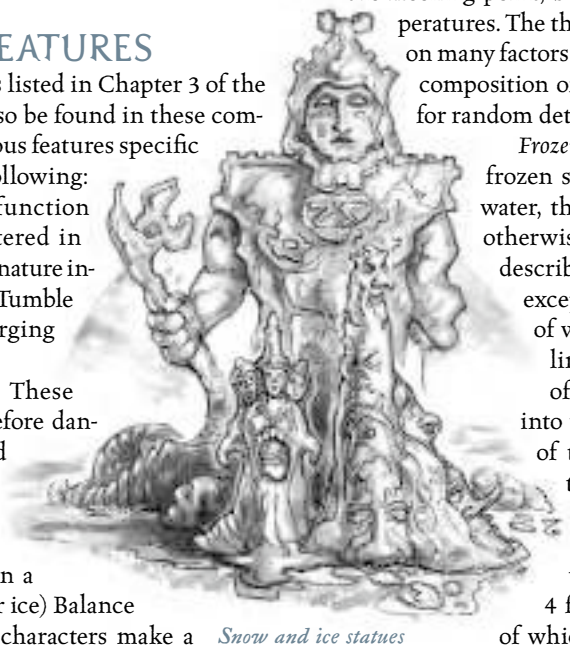
Temperature	Number of Bonus Creatures
Very cold	+1
Severe cold	+2
Extreme cold	+4

MISCELLANEOUS FEATURES

All the miscellaneous features listed in Chapter 3 of the *Dungeon Master's Guide* may also be found in these complexes of frostfell. Miscellaneous features specific to frostfell areas include the following:

Ice Stairs: Stairs of ice function like those normally encountered in dungeons, except that their icy nature increases the DC of Balance and Tumble checks by 10. Running or charging down ice stairs is impossible.

Snow and Ice Bridges: These bridges are slippery and therefore dangerous. The DC of Balance and Tumble checks increases by 5. Characters running or charging up across one of these bridges must succeed on a DC 12 (for snow) or DC 15 (for ice) Balance check each round. Mounted characters make a DC 12 (for snow) or DC 15 (for ice) Ride check instead. Characters who fail this check stumble and must end their movement 1d2×10 feet later, continuing along the trajectory they established at the outset of their movement, which can cause characters to plummet of bridges without railings. Characters who fail by 5 or more fall prone in the square where they end their movement.



Snow and ice statues

Illus. by D. Kovacs

Icicles: These spikelike protrusions of ice hang from the ceiling and in some cases jut up from the floor. Icicles function like slender pillars (see page 64 of the *Dungeon Master's Guide*), except that a typical icicle has AC 4, hardness 2, and 50 hit points.

Icicles can be deadly when they fall on creatures below. Icicles normally do not fall unless they grow too large, are subjected to warm temperatures, or are knocked lose by sudden shocks. Falling icicles have the following characteristics:

Table 1–12: Icicles

Size	Weight	Attack	Damage
Small	20 lb. or less	+4	1d6/3
Medium	21–100 lb.	+8	2d6/3
Large	100 lb. or more	+12	4d6/3

Snow and Ice Statues: Sculptures of snow and ice mark the passage of ancient cultures or the presence of current denizens. These frostfell statues can come in any form, from humanoid figures to monsters, deities, holy symbols, royal emblems, magic sigils, or even entire scenes of historical or mythical significance. Snow sculptures are typically white (except for those made out of crimson blood snow), while ice sculptures may be opaque or transparent, and may range in hue from clear to black.

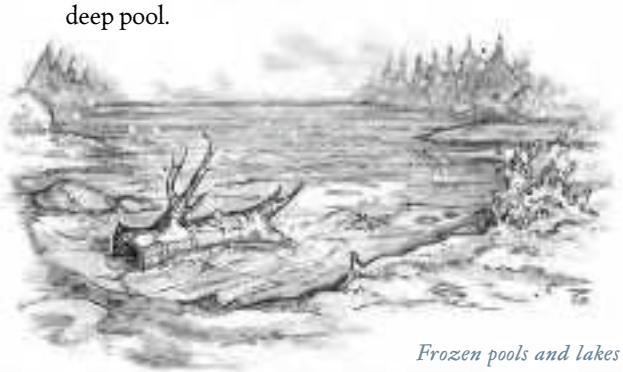
Treat snow and ice statues like wide pillars (see page 64 of the *Dungeon Master's Guide*), except that snow statues have AC 3, hardness 2, and 100 hit points and ice statues have AC 3, hardness 6, and 250 hit points.

Frozen Pools and Lakes: These areas were once above the freezing point, but have since dipped into lower temperatures. The thickness of the top layer of ice depends on many factors (current temperature, overall climate, composition of the ice, and so forth), but a method for random determination is included in the entries.

Frozen Shallow Pool: If a square contains a frozen shallow pool, it has roughly 1 foot of water, the top 2-inch layer of which is ice. It otherwise functions as a natural ice sheet as described in Ice Field Terrain (see page 25), except that the ice can break if the amount of weight in a square exceeds the weight limit listed in Table 1–2 for that depth of ice, plunging the source of the weight into the freezing water. However, because of the shallow depth of the pool, creatures breaking through the ice are not considered immersed in water.

Frozen Deep Pool: If a square contains a frozen deep pool, it has at least 4 feet of water, the top 1d6-inch layer of which is ice. It otherwise functions as a natural ice sheet as described in Ice Field Terrain (see page 25), except that the ice can break if the amount of weight in a square exceeds the weight limit listed in Table 1–2 for that depth of ice, plunging the source of the weight into the freezing water. See page 11 for more information on breaking through ice, and page 64 of the *Dungeon Master's Guide* for information on characters immersed in a deep pool.

Frozen Lake: If a square contains a frozen lake, it has at least 30 feet of water, the top 4d6-inch layer of which is ice. It otherwise functions as a natural ice sheet as described in Ice Field Terrain, above, except that the ice can break if the amount of weight in a square exceeds the weight limit listed in Table 1–2 for that depth of ice, plunging the source of the weight into the freezing water. See page 11 for more information on breaking through ice, and page 64 of the *Dungeon Master's Guide* for information on characters immersed in a deep pool.



Frozen pools and lakes

Illus. by D. Griffith

The frostfell, despite its harsh conditions, is not completely without life. From the highest mountain peaks to the coldest frozen seas to the most desolate snowbound tundra, you will find the seeds of civilization. Those who make their homes in the frostfell are hardy folk; they have to be, in order to survive the daily rigors and trials of life in these frozen reaches. They have adapted to this harsh climate, and in many cases someone from the frostfell may not even look like his close relatives from more forgiving climates.

This chapter examines the skills and talents of those who call the frostfell home, both those who have adapted from other climates and those who have always known the cold.

LIFE IN THE FROSTFELL

Life in the land of no summer is different from life in warmer climates. Both the native races (those who have always lived in the frostfell) and the settler races (those who have but lately arrived in the cold lands) confront a wide range of challenges and perils.

The greatest threat the frostfell poses to those who live there is, of course, the cold. Many native races have developed extraordinary or supernatural resistances to freezing temperatures, but those who have settled a frostfell from warmer climes have no such protection. Cold weather outfits and winter fullcloths can offset the cold to a limited degree, although these articles of clothing are more often seen on travelers and explorers. Natives more commonly wear multiple layers of furs that can also serve as armor to a limited degree. Another common accessory is whale grease, a pungent, pasty alchemical substance smeared over the skin to lock in body heat (especially against sudden immersion in freezing water).

Of course, magic remains the most effective method of protecting oneself from the cold. Spells such as *endure elements*, *resist energy*, and *protection from energy* are commonly used, although they tend to be available only to the wealthy or the close allies of spellcasters (and of course, to the spellcasters themselves). The spell *mantle of the icy soul* is an expensive, but permanent, way to gain protection from the cold. Some societies have even turned to dark powers and have sold their souls in return for the ability to dwell in the frozen reaches; the frost folk are a notorious example of this detested subgroup of frostfell denizens.

Once the cold is accounted for, the three basic necessities of life dictate the shape and form of a frostfell society. Of these three, water is rarely a problem since it can be obtained from the snow and ice that dominate the frostfell landscape. Food and shelter, on the other hand, can provide difficulties.

Most frostfell societies are nomadic to a limited degree; as food sources move on, the society itself must follow. Nomadic groups have developed great skill in quickly erecting tents made of furs and multiple layers of animal skins draped over frames made of bone (or where it's available, wood). Other groups use the ice itself, either building igloos out of stacked blocks of ice and packed snow, or digging directly into the frozen snow or glacial ice itself to carve out small rooms. In both cases, the theory is the same; make your living area small and enclosed, and use body heat to keep the shelter warm enough for survival.

Actual towns and cities in the frostfell are rare, but they do exist. They are almost always found along the coastline, so they have relatively easy access to trade routes from warmer climates. Whaling and fishing are typically the most productive and common trades found in such societies, but hunters, trappers, furriers, and loggers are common when the terrain can support them.

Food is often the primary concern of those living in a frostfell; you can melt water from snow and you can carry your shelter with you or make it out of the ice itself. Food, however, can be difficult to find. You can store it as long as you can transport it in times of need, but only a fool trusts solely in food stores for sustenance. The main problem is that growing crops in the frostfell is difficult, if not impossible. Without the ability to grow crops, you cannot support livestock (or feed yourself on the harvest, for that matter). As a result, most frostfell societies are hunters and gatherers. They trade for food if they can, but if they live in the remote regions of the frostfell they'll need to rely on their own skills to hunt down dinner. Magic, again, is the great equalizer. A high-level cleric can feed numerous people with spells such as *create food and water* or *heroes' feast*. And druids can use *goodberry* spells to feed numerous people with minimal impact on higher-level spells. Permanent towns usually have a fair number of both clerics and druids to rely on in times of emergency.

Another facet of life in the frostfell that changes dramatically is transportation. Horses, the mainstay of most forms of transport in more gentle climates, don't fare well in the frostfell; they simply aren't made for the environment. Some individuals have made attempts to breed special types of arctic horses for use in the frostfell, but these attempts are both ponderous and slow. Most denizens of the frostfell get where they need to go by walking. As a result, lifestyles seem to be a bit less rushed and laid back; frostfell dwellers don't expect to get where they're going anytime soon, so they live their lives and schedules accordingly. When speed is required and the terrain allows it, skates or skis are used. Dogsleds are perhaps the most popular form of vehicular transport, since they can cover great distances fairly quickly.

Mounts aren't commonly used by many frostfell societies, and when they are, they tend to be highly regionalized or specialized, depending entirely on what sort of animals and creatures dwell in the region. Horses remain the most popular mounts in the borderline frostfell, but in the depths of the frozen lands mounts are more exotic, and more dangerous. Dire bears, dire wolves, giant ravens, woolly mammoths, megaloceroses, tlalusks, worgs, and even dragons serve various races as mounts.

Ships are perhaps the most efficient method of travel in the frostfell, although the nature of their construction limits them to the waterways, which themselves can become frozen. In rivers and protected waters, small, maneuverable boats such as kayaks are common. In the open sea, all manner of ships can be found. Whaling ships, merchant vessels, exploration ships, coasters, and even pirate ships are surprisingly common in the frozen seas. Captains of ships in a frostfell must be well trained and quick thinkers, and the crew must be likewise, for ice and foul weather are very real and common threats in these regions.

In areas with vast fields of ice, such as atop the endless grand glaciers of the frostfell, a unique form of ship can be found. These are sailing sleds, also known as icerunners. While they look similar to standard ships in shape, they are outfitted with large reinforced outriggers fitted with wood, bone, or metal runners that allow the ship to skate over the surface of the ice. Icerunners are fantastic and amazing vehicles, but they are even more limited in scope than their more commonplace seagoing variants.

Despite these conditions, the denizens of the frostfell call no other place home. The frostfell has its own natural beauty and wonders that are every bit as rewarding as those to be found in other regions. Arguably, these wonders are even greater for the contrast of the unforgiving environs. The harsh land has also had an unforeseen effect on many frostfell societies; they tend to be outgoing, boisterous, and friendly places. Life is often short in the frostfell, something its denizens compensate for by doing their best to fully enjoy every possible moment of it.

RACES OF THE FROSTFELL

Life in the frostfell is quite different from life in warmer climates. Humans, dwarves, elves, gnomes, halflings, half-elves, and half-orcs who dwell in these regions have been forced to adapt their lifestyles to meet the challenges

Table 2–1: Racial Ability Adjustments

Race	Type	LA	Ability Adjustments	Favored Class	Automatic Languages
Dwarf, glacier	Humanoid	+0	+2 Con, –2 Cha	Fighter	Common, Dwarven
Elf, snow	Humanoid	+0	+2 Dex, –2 Cha	Wizard	Common, Elven
Gnome, ice	Humanoid	+0	+2 Con, –2 Str	Bard	Common, Gnome
Halfling, tundra	Humanoid	+0	+2 Dex, –2 Str	Rogue	Common, Halfling
Neanderthal	Humanoid	+0	+2 Str, –2 Dex, +2 Con, –2 Int	Barbarian	Common
Uldra	Fey	+1	–2 Str, +2 Con, +2 Wis	Druid	Common, Sylvan

of their forbidding homeland. In some cases, such as the glacier dwarves or tundra halflings, these races have adapted physically and magically, as well as socially, to their frozen homes.

The races of the frostfell fall into two broad groups: native races and settler races.

Native races include subraces of some of the common peoples of the DUNGEONS & DRAGONS game setting who have adapted to a frozen home—specifically, the glacier dwarves, snow elves, and tundra halflings. In addition, two new races, the primitive neanderthals and the fey uldras, call the frostfell home.

Settler races include all the standard races described in the *Player's Handbook*, as well as some of the more common evil humanoids such as orcs, goblins, and bugbears. Drawn to the frostfell by its unique resources, the promise of untamed lands to civilize, or simply by its remoteness, these folk lack the special adaptations of the native races, but have learned how to overcome their disadvantages with magic and ingenuity.

HUMANS

While humans lack any special adaptations to the frostfell, they are the most numerous of the frostfell's inhabitants. Humans in the frostfell generally belong to one of four groups: cold seafarers, everfrost barbarians, ice folk, or mountain folk.

Cold seafarers are the most "civilized" of the human frostfell peoples. They live alongside a great highway that connects them to the commerce and populace of the warmer lands. The rich fishing, sealing, and whaling grounds of the cold seas make up for the frostfell's lack of agriculture, allowing rough-and-tumble towns to exist in the middle of otherwise inhospitable lands. Coastal towns exist to harvest the resources of the cold lands—seal fur, whale oil, walrus ivory, fish for smoking and storing, and in some areas timber or mineral wealth such as gold, copper, or iron ore—and trade these commodities to other lands.

In some parts of the frostfell, the seafarers abandon their oceangoing vessels for icerunners, roaming the vast ice sheets of the frozen lands as hunters and traders. The cold seafarers are renowned explorers, and send ships to all corners of the frostfell.

By the standards of the softer folk of the warm lands, the cold seafarers can be warlike and predacious. When hard times come and trade falters (or if an opportunity presents itself), some of the coastal seafarers turn to raiding. The most notorious raiders send ships south each year to go a-viking, pillaging lands too weak to defend themselves.

Everfrost barbarians are warlike tribal peoples who usually inhabit the borderlands of the frostfell, the everfrost and the taiga forest. Some are true nomads, following the great herds of caribou and reindeer across the cold lands. Others are seminomadic, moving from place to place with the seasons. Unlike the ice folk, the everfrost barbarians have access to many of the same resources and implements as more civilized people—they build wooden lodges, and many know how to work iron for their weapons and armor. The everfrost barbarians sometimes trade with nearby towns and settlements, but at other times they may gather into ferocious hordes to plunder the rich lands of their neighbors and carry off captives.

Human frostfell people

Seafarer *Everfrost barbarian* *Icefolk* *Mountain folk*

Illus. by E. Cox

Ice folk are the true children of the polar wastes, an aboriginal people who exist solely by hunting, fishing, sealing, and whaling along the margins of the frozen seas. They live in the harshest portion of the frostfell, and must get along without resources found in other lands, such as wood or iron. The ice folk have devised many ingenious implements such as kayaks, harpoons, parkas, and various types of light, portable shelters.

Because the ice folk inhabit the most distant and inaccessible portions of the frostfell, they often have little contact with other humans. Sometimes they trade their sealskins and whale ivory with cold seafarers who venture into their frozen waters, but other groups of ice folk never encounter other humans.

Mountain folk inhabit the high vales and plateaus of the most forbidding mountain ranges. Not all frostfell areas are found in the far northern (or far southern) reaches of the world; the mountain folk dwell amid the frostfell regions that mantle the highest mountain ranges of the temperate lands. Well adapted to the thin air and bitter cold of their magnificent homeland, the mountain folk live in permanent villages surrounded by terraced fields and high pastureland for their livestock. Many supplement their meager crops and herds by hunting and gathering in the lusher lowlands below their homes; the more warlike also raid the villages of the lowlands, confident that their enemies cannot pursue them to their mountain homes without fighting their way up narrow and dangerous paths.

DWARVES

Many dwarves dwell in the frozen lands. The mountains of the frostfell are just as filled with metal ores as elsewhere, after all. Typically, the dwarves of the frostfell differ little from those who dwell in warmer climates. Their mountain citadels are every bit as warm, comfortable, and protected from the environment as elsewhere, heated from within by forges and a multitude of dwarven bodies.

Rumors of a race of powerful, magical dwarves persist. Known in tales as the Midgard dwarves, these creatures are mythical beings capable of forging priceless magic treasures and even, the legends say, artifacts.

Glacier Dwarves

Although many of the frostfell's dwarves are the same as dwarves in other lands, some have left their ancestral homes in the mountains, seeking an altogether different material from which to forge their weapons and armor. This material, known as blue ice, is found only in the deepest and most ancient glaciers. Blue ice can be forged like metal, but is lighter and keeps a sharper edge. These dwarves have taken to building their underground homes in the hearts of glaciers that carry deposits of blue ice. These glacial mines are similar in many ways to the mountain mines, except that everything is crafted from masterfully carved ice. The dwarves who dwell in these fantastic structures are often known as glacier dwarves.

Glacier dwarves are identical to the dwarves detailed in the *Player's Handbook*, except for as follows:

- Icecunning: Glacier dwarves gain a +2 racial bonus on Search checks to notice unusual construction or hazards in ice and snow. This includes traps of ice or snow, and natural or supernatural hazards such as thin ice or blood snow. A glacier dwarf who merely comes within 10 feet of unusual ice construction or hazards can make a Search check as if he were actively searching, and a glacier dwarf can use Search to find ice or snow traps as a rogue can. This ability replaces the dwarf's stonecunning.
- Cold Tolerant: Glacier dwarves gain a +2 racial bonus on saving throws against cold damage and cold effects. Glacier dwarves can also exist comfortably in conditions between –20° and 90° F (severe cold to hot) without having to make Fortitude saves (see Cold Dangers, page 8). This ability counts as if a glacier dwarf had the Cold Endurance feat for purposes of fulfilling prerequisites for other feats or prestige classes.
- Glacier dwarves have no special racial resistance to poison.
- +2 racial bonus on Appraise and Craft checks that are related to snow, ice, or special frostfell materials. This replaces the bonus on checks that are related to stone or metal.

ELVES

Elves do not settle the frozen lands in any great numbers, and more than any other race they turn to magic to protect themselves from the environs. Most elves found in the frostfell are travelers, explorers, or outcasts of some sort, forced to flee their idyllic homeland for some past transgression.

Snow Elves

Explorers into the farthest reaches of the ice sometimes return with stories of magnificent ice cities built atop remote mountaintops that are inhabited by snow elves, folk with eyes as white as snow and hair that coils like fragile wisps of cloud. They have no physical resistance to the cold, but their cities are built to shield their citizens from the sur-

ARCTIC DWARVES

In the Forgotten Realms campaign setting, the wide wastes of the Great Glacier and the forbidding vales of the Spine of the World are home to the Inugaakalikurit, or arctic dwarves. (The arctic dwarves are described fully in *Races of Faerûn*.)

These dwarves are natural denizens of the frostfell, and adapting them to the frozen reaches of your campaign world should be a fairly simple task. If you have *Races of Faerûn*, simply use arctic dwarves in place of glacier dwarves.

Frostfell humanoids

Ice gnome *Snow elf* *Glacier dwarf*

Illus. by D. Griffith

rounding environment. As a result, snow elves tend to leave their cities only rarely, and have not had much contact with the outside world.

Snow elves are in most regards similar to those detailed in the *Player's Handbook*, but with the following notable changes:

- +2 Dexterity, –2 Charisma: Snow elves remain as graceful and fluid in their motions as their warmer-dwelling kin. Although they are generally much hardier than other elves, their icy environs have made their emotions sharp and their attitude even more elitist and haughty than normal.

GNOMES

Of all the common races from the *Player's Handbook*, the gnomes are the fondest of the frostfell. Naturally inclined toward nature, the gnomes understand and realize that the frozen lands are just as much a place of the natural world as are the forests and plains of warmer climates. Many choose to relocate to the frostfell simply to experience a new region. Once they arrive, they often become enamored with the glittering landscape (which is not unlike a world carved of gems and crystals, in some cases) and decide to stay. Their naturally high Constitutions, combined with their gift with magic, allow them to make these transitions with ease.

Ice Gnomes

Gnomes born and raised in the frostfell are often called ice gnomes, if only for their propensity for decorating their homes and villages with elaborate ice sculptures. Ice gnomes possess a different set of spell-like abilities due to their environment and childhood teachings:

- Spell-Like Abilities: 1/day—*speak with animals* (arctic mammal only, duration 1 minute). An ice gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day—*dancing lights, prestidigitation, ray of frost*. Caster level 1st; save DC 10 + gnome's Cha modifier + spell level.

Additionally, many sages and explorers have noted numerous similarities between gnomes and a race of fey native to the frostfell known as uldras. Some theorize that the gnome race is somehow distantly related to these reclusive fey.

HALF-ELVES

As in warmer climates, half-elves can be found in most human settlements, where they live their lives according to that society. The isolation of the snow elves means that they

have little or no contact with humanity, and half-elves are all but unknown in their cities.

Many half-elves encountered in the frostfell are exiles or outcasts from other societies. These half-elves travel to the remote regions of the frozen lands to escape persecution, and are usually encountered as hermits, nomads, or loners. Denied contact with human society, half-elves native to the frostfell sometimes form small tribal groups of like-minded half-elves and are often bitter and distrustful of others; most organized bandit activity in the frostfell is perpetrated by such half-elves.

HALF-ORCS

Orcs have always lived in the frostfell, either because they have been forced to retreat to such unforgiving climates after being defeated in wars with other races, or because these unforgiving climates speak to their brutal natures and savage societies. Where orcs are, half-orcs are bound to follow. If anything, half-orcs are more common in the frostfell than elsewhere. Like outcast half-elves, they are often encountered as nomads or bandits. These native frostfell half-orcs have the same racial traits as those found elsewhere.

HALFLINGS

Halflings, being both nomadic and curious by nature, often find their communities moving into the frostfell. Popular opinion may believe that halflings, with their love of comfort and the pleasurable elements of life, would eschew the unforgiving frostfell as a place to live, but nothing could be further from the truth. Vast regions of the frostfell lie open and unclaimed, making perfect places for halfling commonwealths to take root.

Tundra Halflings

Halflings native to the frostfell are known as tundra halflings, for their affinity to these wide open reaches of the frozen lands. They retain their nomadic lifestyles, but often build permanent structures along the paths their wanderings commonly take; it's not uncommon for a group of tundra halflings to wander from one empty village to another as the seasons change.

Tundra halflings have the same racial traits as those detailed in the *Player's Handbook*, but with the following exceptions.

- +2 racial bonus on Jump, Move Silently, and Survival checks. Halflings raised on the tundra have little opportunity to practice their climbing skills, while ample moments exist to hone one's skills at surviving. This replaces the halfling's bonus on Climb, Jump, and Move Silently checks.
- Favored Class: Ranger. A multiclass tundra halfling's ranger class does not count when determining whether she takes an experience point penalty for multiclassing. Tundra halflings tend to be more isolated and insular, and do not often interact with other societies. This, combined with the fact that they are more often forced to provide for themselves by hunting and gathering, make them turn to the skills of the ranger more often than not.

NEANDERTHALS

The neanderthals are a feral race of humans, created by the crude and violent deities of the winterlands to dwell in their frozen domains. They are a primitive folk who have never seen the need to become more civilized, usually living in caves or abandoned underground ruins and hunting the surrounding regions with great skill.

Personality: Neanderthals are savage and brutal, reflections of the feral deities who created them. They react with suspicion or open hostility toward unknown developments, since they learn early on in childhood that the unknown is something to fear. If you understand the enemy, you have nothing to fear, for you know what needs to be done to overcome him. Yet among friends, neanderthals are much more relaxed and sociable, and enjoy dancing, singing, tale-telling, feasting, and other pastimes involving large numbers of people.

Physical Description: Neanderthals are hairy and thickly built, with long arms and barrel chests. Their heads are a bit larger than a human's, with a sloping brow and a prodigious jaw filled with large strong teeth capable of cracking bones. They often adorn their skin with crude tattoos and war paint, either to afford themselves camouflage in natural environments or to strike fear into their enemies. Scars are often held to be marks of honor and esteemed in neanderthal society, and are openly displayed both to honor the fallen enemy and to increase that person's prestige in the eyes of his kin. Neanderthals are towering figures, often standing between 7 and 7-1/2 feet tall and weighing about 350 pounds. They reach adulthood at the age of 14, and live about 65 years.

Relations: Neanderthals have traditionally had poor relations with other races. Orcs, frost folk, and similar savage races treat them the same way as they treat humans—as enemies at best and as food at worst. Yet the neanderthals cannot look to the civilized societies for aid, for such societies often displace neanderthals from their homelands in their relentless pursuit to colonize and settle new lands. The neanderthals never give up their homelands gently, and the history of neanderthals and civilization is a long, bloody tale of warfare and slaughter. Those few societies that understand and honor the neanderthals' traditions and hunting grounds are still regarded with suspicion; the neanderthals have been tricked and deluded far too many times for them to openly accept offers of friendship and trade.

Alignment: Neanderthals lead simple lives and are at one with the natural world. Good and evil, law and chaos have little interest to neanderthals, and they prefer to react to new situations based on similar previous encounters. They have little interest in expanding their territories, but at the same time defend their homes with a ferocity equaled by few orc tribes. While they may be bound by longstanding ancestral traditions and religions that are viewed as laws of a sort, these traditions are highly mutable and prone to change when each generation comes into power.

Neanderthal Lands: Neanderthals usually live in large groups consisting of six to ten extended families. These are

known as clans. A single neanderthal clan usually dwells in a large cave network with numerous small entrances and one large main entrance, in which feasts and ceremonies are often held. Where large caverns like this are unavailable, neanderthals settle in abandoned ruins or in the lee of large rock formations if no other shelter is available; they do not build their own shelters.

Surrounding their clan's home are their hunting grounds. A clan's hunting grounds usually cover as much terrain as a person can walk in a half-day's travel, since the hunters of neanderthal society prefer to return to their homes at night after a day spent in the wild. The borders of these hunting grounds are often marked with crude fetishes made of skin, bone, and trophies taken from vanquished enemies.

Religion: Although neanderthals do not form civilized societies, their religious beliefs often rival those of civilization in complexity. Each clan adheres to specific beliefs that are handed down via oral tradition and cave paintings through the generations. Most neanderthals do not normally worship actual deities; rather, they are taught by their spiritual leaders (usually druids or sorcerers) about their clan's particular beliefs.

Some clans believe that all living creatures are part of the spiritual world, and that for each animal and each plant there exists a spiritual ideal. These are commonly held to be paragon examples of such creatures, real and physical and flesh, yet embodying all that their specific breed represents in the real world.

Other clans participate in a form of ancestor worship, in which the bodies of the dead are buried in the frozen ground and marked with a complex series of cairns and other stones placed along lines of power (real or imagined) connecting the bodies of the dead. These clans believe that the spirits of their ancestors watch over them, protect them, and judge them in death, either allowing them entrance into the world or forcing them into the frozen depths of the underworld.

Fire is also often worshiped by neanderthal clans. While all neanderthals are taught the secrets of making fire when they are old enough to hold a piece of flint and steel, the actual physical qualities of fire are still mysterious and powerful in neanderthal society. Most neanderthal caverns have a central bonfire chamber that is never allowed to go out; it's natural that some of them would start viewing this "eternal fire" as divine in nature.

A few clans actually worship specific deities, usually their savage creator deities. Neanderthals most often revere Telchur, Thrym, Ulutiu, and Vatun. More rarely, neanderthal clans are converted to the worship of civilized deities by clerics or missionaries from other races that have somehow gained the trust and admiration of the clan. When this cleric or missionary dies, the clan continues to worship the deity, often building elaborate fetishes or crude altars at which to worship or perform sacrifices. Over the generations, these cults often become quite altered from the original source, so that multiple clans who may technically be worshiping the same deity do so in wildly different ways.

In any case, religion is important in neanderthal society, for it provides a framework for them to explain everything in the world and their lives that they do not understand.

Language: Although long ago, the original neanderthals had little need of language, today their rich oral traditions make language an important part of their society. For the most part, neanderthals speak a crude form of Common that can be understood (with a bit of concentration) by anyone who speaks the language. Neanderthals are generally illiterate, and prefer to use pictures and drawings to preserve concepts and stories.

Names: Neanderthals have simple names, yet they attribute great power to them. Names are typically guttural and savage sounding. A neanderthal's given name is a jealously guarded secret known only to his most trusted friends and the other members of his clan. To outsiders, a neanderthal typically refers to himself by his class or profession in the clan, along with his clan's name. For example, a hunter might introduce himself as a hunter of the Elk Clan.

Male Names: Artok, Becksor, Brulak, Garthak, Kalak, Llurg, Murak, Orick, Ralagh, Thogart, Torak, Urak.

Female Names: Ayah, Bahgdra, Cirah, Drelli, Durana, Illka, Kara, Lana, Magala, Neruh, Onsi, Orli, Svelani, Zura.

Clan Names: Clan names are typically named after a predominant animal in the region; Bear Clan, Branta Clan, Elk Clan, Mammoth Clan, Raven Clan, Tiger Clan, and Wolf Clan are excellent examples. Rarely, a clan may take the name of a particularly powerful local menace, such as Dragon Clan, Spider Clan, or Yeti Clan.

Adventurers: It's rare, but sometimes a lone neanderthal, disillusioned with life among his tribe or forced by a more tragic history to strike out on his own, stumbles upon a more civilized society. These encounters are usually brutal and short, but in some cases, a neanderthal learns to adapt to the newly encountered settlement, and often becomes a well-liked and valued member of the community, if only for his penchant for telling engaging stories of the wild. These neanderthals often become adventurers, and take quite naturally to the adventuring lifestyle.

Neanderthal Racial Traits

- +2 Strength, +2 Constitution, –2 Dexterity, –2 Intelligence. Neanderthals are strong and hardy, but are hampered by slow intellects and reflexes.
- Medium: As Medium creatures, neanderthals have no special bonuses or penalties due to their size.
- Neanderthal base land speed is 30 feet.
- Primitive Weapon Mastery (Ex): Neanderthals have a +1 racial bonus on attack rolls made with the following weapons: bolas, club, dart, greatclub, goad, harpoon, iuak, javelin, longspear, quarterstaff, ritiik, shortbow, shortspear, sling, spear, sugliin, throwing axe, and tigerskull club.
- +2 racial bonus on Listen, Spot, and Survival checks. Neanderthals have excellent senses and know how to get along in the wild with ease.
- Climate Tolerant (Ex): Neanderthals suffer little harm from environmental extremes of heat or cold. They do not have to make Fortitude saves in extreme environments

between –20° and 140° F (severe cold to severe heat). This ability does not provide any protection from fire or cold damage. This ability counts as if a neanderthal had the Cold Endurance feat for purposes of fulfilling prerequisites for other feats or prestige classes.

- Human Blood: For all effects related to race, a neanderthal is considered a human. Neanderthals are just as vulnerable to special effects that affect humans as humans are, and they can use magic items that are only usable by humans.
- Illiteracy: Neanderthals do not automatically know how to read and write. A neanderthal must spend 2 skill points to gain the ability to read and write all languages he is able to speak. He does not automatically gain this skill when taking a nonbarbarian character class, with the exception of the wizard class.
- Automatic Languages: Common. Bonus Languages: Dwarven, Giant, and Orc. Neanderthals are familiar with the languages of giants and orcs, for these two groups are common enemies that vie for competing land with them. Likewise, their penchant for dwelling in caves and underground ruins often puts them in contact with dwarves.
- Favored Class: Barbarian. A multiclass neanderthal's barbarian class does not count when determining whether he takes an experience point penalty for multiclassing.

ULDRAS

Uldras are small fey that dwell in the arctic wilderness, living at peace with the natural world. In particular, uldras are quite fond of the wild animals of the world, and see themselves as the guardians and protectors of such creatures, especially in cases where civilization encroaches. Although they generally prefer to avoid conflict, they are quick to rise in the defense of local wildlife.

Personality: Uldras are exceptionally emotional creatures, and their reactions to new situations are always powerful and expressive. An uldra can be laughing with joy one moment, screaming with rage in the next, and then be calm and serene a moment later. To an uldra, these ever-changing mood swings are natural and logical, but they often project a feeling of insanity to more civilized people.

Nothing brings joy to an uldra's heart more than watching, playing with, or helping wild animals. They find domesticated animals to be depressing and enraging, and often stage midnight raids on villages to "rescue" cows, dogs, and other domesticated animals by kidnapping them and helping them to return to their wild roots. Uldras have a strong dislike of cities and civilization in general, and many of them take it upon themselves to harass and annoy travelers and other obviously city-bred folk they encounter.

Physical Description: Uldras are short and thin, standing anywhere from 2-1/2 to 3 feet tall and typically weighing 30–40 pounds. They are fairly long-lived, rivaling the elves for longevity. An uldra becomes an adult at approximately the age of 100, and can live to be more than 600 years old. Their limbs are long and thin, and each of their hands possesses three long fingers and a thumb. Their toes are also long and thin, with long sharp toenails. They tend to walk or run on the balls of their feet or their toes. Uldra skin is generally pale blue or even snow white. Hair color is typically some darker shade of blue or black, frosting to gray or light blue in advanced age. Their ears are large, but their nose, mouth, and chin are fairly small, giving their faces an expressive but undeniably alien look. The most startling feature about the uldra's visage, though, is its eyes; an uldra's eyes are quite large and colorful, and can be nearly any color (and often have two or three hues). Combinations of green, gold, and red are the most common. In the dark, their eyes seem to glow with a soft light. They prefer to dress simply in rustic clothing, and often eschew clothing altogether. The major exception is hats; uldras have a deep love of hats (especially pointed hats) and it's rare indeed to see a hatless uldra.

Relations: Uldras prefer the company of other fey (particularly dryads and other uldras), but since they tend to live closer to civilized lands than most fey, contact with the humanoid races is common. They find the most in common with gnomes, and most actively enjoy the company of gnomes and visit gnome villages to trade goods, stories, or friendship. They get along well enough with elves and halflings, but as a general rule they don't seek them out. Brutal races, such as orcs and goblinoids, are often thought of as little more than monsters by uldras, and they try to avoid contact with these creatures. The majority of conflicts in uldra society happen with humans and dwarves. These races have embraced technology more than the others, and their habits of expanding violently into the natural world or mining it for its riches enrages and depresses the average uldra. As a result, most uldras view humans and dwarves with bitter suspicion at best. Since uldras tend to avoid interacting with most nonuldra races except in times of conflict, they have developed a mostly undeserving reputation as a sinister and evil race in the eyes of most humanoids.

Alignment: Uldras are free-spirited and often give in to their emotions or act on a whim; as a result they are most often chaotic neutral. Many uldras, enraged by the lack of respect afforded the natural world by other races, turn to evil in an attempt to exact vengeance and to fight back in nature's behalf. Good-aligned uldras are rarer, but those who do resist their darker natures try to find peaceful ways for the civilized races and nature to coexist. Lawful uldras are quite rare, but not unheard of; usually such uldras are those who have had long contact with lawful humanoid societies.

Uldra Lands: Unlike humanoid races, uldras have little interest in building cities. They dwell in natural caves, hollow trees, dense thickets, or icy glacial tunnels or spires, finding comfort and shelter as they can. They tend to live in small groups of three to six family units, with about six uldras per family. Their lives are nomadic, and their society anarchic. Leadership, when necessary, is usually assumed by the loudest or strongest, and even then only lasts for a short time. Nothing breaks up uldra families faster than oppressive direction by a single overbearing authority figure.

Uldras are ferociously territorial, and usually react violently to any attempt to cultivate or alter natural regions by

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Tundra halfling *Neanderthal* *Uldra*

civilized races. They are less antagonistic toward explorers, wanderers, travelers, and adventurers, although if such creatures penetrate too deeply into lands held sacred by uldras they are often the target of ambushes.

Once in a great while, a group of uldras become seized with a powerful form of wanderlust, an irresistible urge to seek out new realms of nature beyond the tundras and glaciers and taigas of their ancestors. These uldras travel for many months, often years, following an almost terrifying obsession to find a new location to settle. These sudden urges to wander are known to uldras as homecomings, for upon arriving at the location that they have been mysteriously drawn to, uldras have a strong sense of belonging and ease. It's generally thought by uldras that a homecoming affects a particular family when a part of the natural world is endangered in some way, and this spiritual call for aid is answered when a new uldra family arrives to take the needy region under its care. Uldras usually settle in arctic regions after following a homecoming, but it's not unheard of for uldra homecomings to draw them to temperate or even tropical regions. Sometimes, an uldra family forges an *iceheart* (see page 110) to keep their new home at a more comfortable temperature, but for the most part temperate- and tropical-dwelling uldra families disband within six months.

Religion: Uldras do not normally worship deities, per se, but prefer to focus their religious attentions to nature itself. They view the natural world as a mystical force, a gift to the living that must be protected and nurtured. Animals, in particular, are viewed as the holiest portion of nature. Often, a group of uldras select a particularly powerful or ancient animal and worship it as a direct manifestation of nature. Some uldras do venerate deities, but these uldras tend to be loners or hermits that have given up family life for solitary existences.

This was not always the case, however. In the ancient past, most uldras were devout worshipers of a beautiful uldra deity named Hleid, and their faith in her tempered their natural inclination to be chaotic. Unfortunately, she was nearly slain one terrible night by her nemesis Iborighu. Her fragmented body was cast into the polar seas, where the burning remnants transformed into rimefire eidolons, which then created huge icebergs to protect themselves from further harm. The battle wounded Iborighu grievously as well, but he survived intact, and today his cult is the only organized religion in many uldra lands.

Since this time, robbed of the benign guidance of Hleid, uldras have slowly but inexorably grown more chaotic and suspicious of the world.

Today, Iborighu counts numerous sects of uldras as its most devout followers. Uldra cultists of Iborighu believe that the natural state of the world is one of perpetual winter and frozen beauty, and constantly seek ways to extend the freezing embrace of Iborighu into warmer regions. Uldra worshipers of Iborighu are, as a result, the most commonly encountered uldras outside arctic regions, and are the greatest reason that many humanoid races tend to view uldras as sinister and evil. Recently, clerics of Hleid have begun to reappear in the frostfell as well, possibly indicating that the deity is nearing a return to full divinity.

Language: Uldras are gifted linguists, and most know at least three languages spoken in the local region. Despite this, they have never developed their own language. The closest uldras have to a racial language is Sylvan. Most uldras believe that their gift for language is a gift from nature, that they were selected by the natural world to be its voice.

Names: Uldras choose their own names not long after they learn to speak as children, often basing their names on some facet of the natural world that particularly appeals to them. They don't attach much more significance to their names, and it's not unusual for an uldra to change names numerous times throughout his lifetime, as he encounters new manifestations of nature that appeal to him.

Male Names: Bluetop, Chillblood, Glacierface, Icetongue, Shiver, Tusktooth.

Female Names: Coldcrystal, Frostwillow, Glitterrime, Skie, Skitterime, Whispersnow.

Adventurers: An uldra usually becomes an adventurer in order to travel the world and seek out new natural realms to explore and experience. Often, an uldra with the urge to see the world joins with a group of like-minded adventurers (usually those with druids, barbarians, and rangers) for protection.

Uldra Racial Traits

- –2 Strength, +2 Constitution, +2 Wisdom. An uldra's small size is more than compensated for by his vigor and faith in his convictions.
- Small: As a Small creature, an uldra gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but he uses smaller weapons than humans use, and his lifting and carrying limits are three-quarters of those of a Medium character.
- An uldra's base land speed is 20 feet.
- Darkvision: Uldras can see in the dark up to 120 feet. Darkvision is black and white only, but it is otherwise like normal sight, and uldras can function just fine with no light at all.
- Low-Light Vision: An uldra can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- Nature Scholar (Ex): The Knowledge (nature) skill is always a class skill for uldras, and they gain a +2 racial bonus on all Knowledge (nature) checks.
- Cold Resistance (Ex): Uldras are completely at home in freezing environments, and they suffer no harm from being in a cold environment. The uldra's equipment is likewise protected. Against attacks that cause cold damage, an uldra possesses resistance to cold 5.
- Frosty Touch (Su): Uldras are supernaturally cold, and as a free action they can infuse their hands with cold energy. While their hands are frosty, their unarmed attacks do an additional 1 point of cold damage. Any melee weapon an uldra wields is infused with cold and does an additional 1 point of cold damage on a successful hit as long as the uldra continues to hold the weapon. This additional damage does not stack with a magic weapon's ability to deal cold damage (if any).
- Spell-Like Abilities: 3/day—*ray of frost*; 1/day—*speak with animals, touch of fatigue*. These abilities are as the spells cast by a druid or wizard (save DC 10 + spell level) of a level equal to the uldra's Hit Dice. The DCs are Wisdom-based.
- Fey Blood: Uldras are fey, and as such they are not subject to spells that specifically target humanoids, such as *charm person* or *hold person*. Likewise, effects that affect fey affect uldras as well. They possess no particular weakness against cold iron, although they find it uncomfortable to the touch, similar to the sensation of holding a rotting fish in your hand.
- Automatic Languages: Common and Sylvan. Bonus Languages: All. Uldras are gifted linguists, and the Speak Language skill is always a class skill for them.
- Favored Class: Druid. A multiclass uldra's druid class does not count when determining whether he takes an experience point penalty for multiclassing.
- Level Adjustment: +1.

AGE, HEIGHT, AND WEIGHT

The details of your character's age, gender, height, weight, and appearance are up to you. If you prefer rough guidelines, refer to Tables 2–2 through 2–4 when creating neanderthal or uldra player characters.

Character Age

Your character's starting age is determined by your choice of race and class. For example, an uldra druid's starting age is 100 + 8d6 years old (108–148).

Table 2–2: Random Starting Ages

Race	Adulthood	Barbarian Rogue Sorcerer	Bard Fighter Paladin Ranger	Cleric Druid Monk Wizard
Neanderthal	14 years	+1d4	+1d6	+3d6
Uldra	100 years	+3d6	+5d6	+8d6

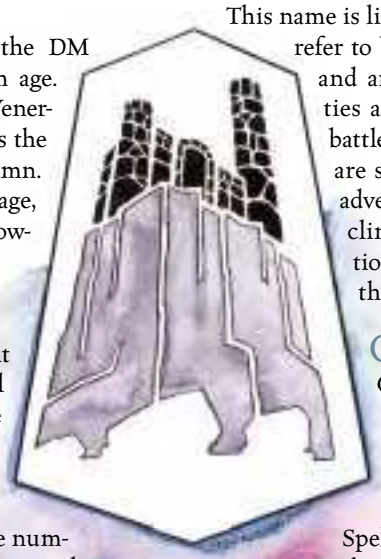
As your character ages, his physical ability scores (Strength, Dexterity, and Constitution) decrease and his mental ability scores (Intelligence, Wisdom, and Charisma) increase. The effects of each aging step are cumulative, but a character's ability scores can never be reduced below 1 by aging effects.

Table 2–3: Aging Effects

Race	Middle Age[1]	Old[2]	Venerable[3]	Maximum Age
Neanderthal	35 years	50 years	65 years	+2d10 years
Uldra	175 years	263 years	350 years	+5d% years

1 At middle age,–1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
2 At old age,–2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
3 At venerable age,–3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

When a character becomes venerable, the DM secretly rolls to determine his maximum age. This is the sum of the number from the Venerable column for that race in Table 2–3 plus the modifier from the Maximum Age column. When a character reaches his maximum age, he dies of old age at some point in the following year, as determined by the DM.



Height and Weight

Choose your character's height and weight from the ranges mentioned in the racial description, or roll randomly on Table 2–4: Random Height and Weight. The dice roll given in the Height Modifier column determines the character's extra height beyond her base height. That same number multiplied by the dice roll given in the Weight Modifier column determines the character's extra weight beyond his or her base weight.

Table 2–4: Random Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Neanderthal, male	6'6"	+2d8	200 lb.	× (2d4) lb.
Neanderthal, female	6'0"	+2d8	150 lb.	× (2d4) lb.
Uldra, male	2'4"	+2d4	25 lb.	× (1d4) lb.
Uldra, female	2'2"	+2d4	20 lb.	× (1d4) lb.

Character Classes in the Frostfell

Although no unique character classes are native to the frostfell, the standard 11 character classes from the *Player's Handbook* have additional options open to them once they begin to adventure in the frostfell.

Barbarian

Of all the classes, the barbarian is the most at home in the frostfell. The mere fact that civilization has yet to fully colonize vast reaches of the frostfell means that land is plentiful for barbarians to live their nomadic lifestyle. Humans, neanderthals, half-orcs, and orcs comprise the majority of barbarians dwelling in most polar frostfell regions, but this isn't necessarily the norm. Frostfell barbarians often use dire wolves, megaloceroses, tlalusks, and even woolly mammoths as mounts.

Trap Sense: Barbarians may add their trap sense bonus on Reflex saves made against natural hazards of the frostfell, as well as to their Armor Class against attacks made by natural hazards. Hazards of the frostfell include dangers such as avalanches, snow-filled crevasses, and other terrain features of frostfell terrain.

Bard

Bards from the frostfell are sometimes known as skalds. This name is little more than a regional affectation used to refer to bards who are members of barbarian tribes and are valued for both their storytelling abilities and their skills at inspiring their allies for battle. Of course, not all bards from the frostfell are skalds. Many of them are explorers, exiles, adventurers, or even missionaries from warmer climates, either seeking to bring their reputation into a new region or escape the effects of their reputation in an old one.

Cleric

Clerics are quite welcome in most frostfell societies, not only for the fact that they can provide valuable healing spells, but because they can help to feed large groups and protect them from the environment. Spells such as *control weather, create food and water, endure elements, heroes' feast,* and *resist energy* can often mean the difference between life and death in the frostfell, especially in regions often beset with powerful storms or in areas so cold that plants (including all crops) cannot grow.

Perhaps more important to clerics, though, is the fact that several deities have competing interests in the frostfell environs of the world. While it isn't unusual to find frostfell worshipers or temples devoted to any of the deities in the *Player's Handbook* (notably Ehlonna, Fharlanghn, Gruumsh, Kord, Nerull, and Obad-Hai), several other deities whose interests in cold and ice make their faiths much more common in the frostfell than elsewhere. The names, alignments, domains granted, and the favored weapon of these deities are summarized on Table 2–5; further details on the deities themselves can be found following the table, and further details on new domains granted can be found in Chapter 5: Magic of the Frostfell. For frostfell deities detailed in other Dungeons & Dragons sourcebooks or campaign settings, their domains have been updated to incorporate new information introduced in this sourcebook.

Deities of the Frostfell

As the frostfell is often viewed as a cruel and harsh realm, the majority of frostfell deities are likewise cruel and harsh. Several of the following deities come from specific campaign worlds; if you wish to incorporate any of these deities into a different campaign world, you have two choices. You can either rename the deity and assume it is a completely different being with a similar or identical

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Table 2–5: Deities of the Frostfell

Deity	Alignment	Domains	Favored Weapon
Aengrist	Lawful good	Law, Protection, War, Winter	Bastard sword
Auril	Neutral evil	Air, Cold, Evil, Storm*, Water, Winter	Ice axe
Hleid	Neutral good	Animal, Good, Healing, Winter	Trident
Iborighu	Chaotic evil	Chaos, Cold, Death, War	Scythe
Levistus	Lawful evil	Cold, Diabolic**, Evil, Icebergs, Trickery	Rapier
Telchur	Chaotic neutral	Air, Chaos, Cold, Strength, Winter	Shortspear or shortbow
Thrym	Chaotic evil	Chaos, Cold, Earth, Evil, Strength, War	Greataxe
Ulutiu	Lawful neutral	Animal, Law, Ocean*, Protection, Strength	Longspear or shortspear
Vatun	Chaotic neutral	Air, Animal, Chaos, Snow, Strength	Battleaxe

*The Ocean and Storm domains are detailed in *Player's Guide to Faerûn*.
**The Diabolic domain is detailed in *Book of Vile Darkness*.

interest to the original deity, or you can assume that the deity's interest in the frostfell extends throughout the multiverse and is not simply rooted in one reality.

Aengrist is a rarity among the frostfell deities. His worshipers aim to bring order and law to the frostfell, to make it a safe place to live for those forced to flee their homes and for those who might be natives to the frozen land. His typical worshipers are paladins, knights of the Iron Glacier, and anyone who values honor and truth. His symbol is a two-towered keep atop a gray glacier (see page 41). He appears as a ruggedly handsome middle-aged human male with a gentle smile but stern eyes. Worshipers of Aengrist patrol the frostfell relentlessly, seeking to stop uprisings of barbarians and to prevent thugs from using frontier towns as safe havens to run their illicit empires. Lately his clergy have been undertaking extensive programs to build grand cathedral-fortresses in as many frontier towns, both to spread the word of Aengrist's teachings and to provide defensible keeps for honest locals in which to seek shelter and protection during times of war.

Auril is a fickle, vain, evil deity who is worshiped primarily out of fear. Her typical worshipers include druids, frost giants, rangers, and inhabitants of the frostfell who dread and fear the cold. Her symbol is a white snowflake on a gray diamond with a white border. She appears as a coldly beautiful human woman made of ice and snow. Auril enjoys tormenting her enemies, and remains untouched by any hint of love or honor. Her ultimate goal is to cover all the lands with ice, and alliances between her cult and Iborighu's cult are not unknown (although they tend to end in betrayal). Auril is one of the deities of the Forgotten Realms campaign setting, and is detailed further in *Faiths and Pantheons*.

Hleid was once the primary deity of uldras, but some tribal humans who live in the frostfell revere her as well. Many centuries ago, she was struck down by Iborighu, her cruel and sadistic half-brother. Her worshipers are still few and far between, but are slowly regaining their foothold in the frostfell. Druids, rangers, sorcerers, and wizards often venerate Hleid, but her most devout minions are the rimefire witches of the polar seas. Her symbol is a jagged triangle surrounding a vortex of blue fire. She appears as a ghostly, matronly uldra woman who wears simple rustic clothing and carries an upraised trident on which several birds roost. Traditionally, she was the patron of the animals of the frostfell and the guardian of cold magic, but Iborighu's betrayal left her scarred and embittered. The new Hleid still rewards her allies with kindness, but is no longer as slow to react to cruelty and wickedness with the same.

Iborighu is perhaps the most dangerous and sinister deity of the frostfell. His worshipers range from bitter thugs and obsessed killers to despotic warlords and powerful wizards. His symbol is

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an icy scythe rising from a blood-stained snowdrift. Known as the Frozen King, Iborighu is depicted as a huge fiendish uldra with eye sockets filled with blood, a mouth filled with sharklike teeth, and an emaciated blue body covered with evil runes and symbols; his lower body is draconic, complete with a long forked tail. Iborighu stole the power of ice magic from his half-sister Hleid ages ago, and has since used its secrets as rewards to the necromancers and vile cultists that venerate him. His ultimate goal is similar to Auril's; to sheathe the world in an endless ice age. Frostfell regions where both of their presences are known are particularly dangerous.

Levistus once ruled over the hellish realm of Stygia, but after he tried to turn the consort of Asmodeus against him, the ruler of Hell imprisoned him in a massive iceberg in the harbor of the Stygian city of Tantlin. His typical worshipers are assassins, rakish fighters, rangers, militant bards, and rogues. Some sects of monks have even chosen him as their patron. His symbol is a thin sword thrust into a block of ice. He appears as a pale-skinned humanoid with dark hair and a goatee, and could almost pass for human were it not for his all-black eyes and pointed teeth. Currently imprisoned in an iceberg, he is visible only as a dark blot in the iceberg's core. Levistus isn't actually a deity in his own right, but he serves as a patron to clerics who devote themselves to the ideals he personifies; vengeance, betrayal, and skill at sword fighting. Levistus is served by a group of thugs and killers known as Bladeravers. He is detailed further in *Book of Vile Darkness*.

Telchur is a brooding deity, bitter at the fact that he was assigned stewardship of the cold months of winter while his siblings revel in the spring, summer, and autumn. His typical worshipers are barbarians, exiles, fighters, nomads, and general loners. His symbol is a leafless tree in a field of snow. He appears as a stooped and gaunt man with dark eyes and an icicle beard, and is often accompanied by an albino bull. His clerics are similarly brooding and withdrawn, and dislike noise and pleasantries. They often preside over funerals, and adventure to spread the gloom of their lord to others. Telchur is one of the deities of the Greyhawk campaign setting, and is detailed further in the *Living Greyhawk Gazetteer*.

Thrym is a hulking menace of a deity, the father of the frost giants and a scourge upon the frostfell. Almost all his worshipers are frost giants, but unlike other racial deities, he has been known to approve clerics of other races if they personify his ideals and beliefs. His symbol is a white double-bladed axe. He appears as a massive frost giant with white eyes, blue hair and a constant snarl. His priests are destructive and cruel, and have little patience for diplomacy. Thrym is a member of the Asgardian Pantheon, and is detailed further in *Deities and Demigods*.

Ulutiu is a slumbering deity adrift in the Astral Plane, asleep in a self-imposed exile after his affair with the wife of another deity was discovered. His typical worshipers are druids, historians, leaders, teachers, and rangers who have chosen the frostfell as their home. His symbol is a necklace of blue and white ice crystals. He appears as a massive giant of a man whose countenance is set with weary sadness. Despite his exile, he remains sufficiently aware to grant spells to his followers. His departure from Faerûn brought about the creation of the Great Glacier, and were he to return to full awareness he would doubtless find himself in conflict with the numerous chaotic deities that now rule much of the frostfell. Ulutiu is one of the deities of the Forgotten Realms campaign setting, and is detailed further in *Faiths and Pantheons*.

Vatun is largely forgotten, having spent much of recent history imprisoned by

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clerics of Telchur, his archrival. His typical worshipers are barbarians, druids, fighters, and rangers, and they often go on long and violent raids on nearby tribes and settlements. His symbol is the sun setting on a snowy landscape. He appears as a huge man wearing polar bear skins and an icy beard, with frozen fog coming from his mouth. Vatun's clergy are warlike and quick to anger, more so of late due to their deity's imprisonment. Vatun is one of the deities of the Greyhawk campaign setting, and is detailed further in the *Living Greyhawk Gazetteer.*

DRUID

Druids are rather common in the frostfell, for much of these regions remain unexplored and unsettled. Vast regions of the frozen land stand as virgin wilderness, and druids are among its most devoted and dangerous defenders. Some druids seek to help settlers live at peace with the region, but most frostfell druids are cruel and quick to anger. Frostfell druids usually do not select patron deities, since they tend to worship the ideal of the frostfell itself. Those who do select patron deities usually worship Auril, Hleid, Ulutiu, or Vatun.

FIGHTER

Fighters found in the frostfell are usually mercenaries, exiled soldiers, adventurers, bandits, or some combination of all four. New feats detailed later in this chapter that can be taken as fighter bonus feats include Cold Endurance, Frozen Berserker, Improved Cold Endurance, Improved Frosty Touch, Sea Legs, and Sugliin Master.

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MONK

Monks are often drawn to the frostfell as a place to test themselves; a monk who can survive unarmed and with little to no equipment in the frostfell can be sure that she can survive anywhere, and that she has truly attained perfection of the self. Many monks build monasteries in remote regions of the frostfell so they can separate themselves farther from society; an example would be the cloud anchorites, who have chosen the highest mountaintops as their homes.

PALADIN

Paladins, until recently, were fairly rare in the frostfell. Aside from the odd paladin who travels into the frozen land on some holy quest, there simply wasn't much in the frostfell to keep their interest. With the rise of the Knights of the Iron Glacier, however, paladins finally have an organization and a cause they can call their own in the frostfell, and their numbers in these areas are increasing.

Special Mount: Paladins of the Iron Glacier (paladins who have levels in the Knight of the Iron Glacier prestige class) can call upon a powerful war megaloceros as their special mount; see page 63 for more information. Paladins who aren't members of this society (or who are, but choose not to summon a megaloceros as their mount) can still summon their mount as

ANIMAL COMPANION

Any of the following animals are appropriate for a frostfell druid to select as an animal companion at 1st level: dog, riding dog, gyrfalcon (treat as hawk), raven, snowy owl (treat as owl), or wolf. Druids of sufficiently high level can also choose the following animal companions, applying the indicated adjustment to the druid's level (in parentheses) for purposes of determine the companion's characteristics and special features. These animals also make excellent wild-shape choices for a frostfell druid.

4th level or Higher (Level–3)
- Bear, black
- Branta
- Shark, large[1]
- Snow leopard (treat as leopard)
- Wolverine

7th Level or Higher (Level–6)
- Bear, brown
- Dire wolf
- Dire wolverine
- Megaloceros
- Terror bird (from *Fiend Folio*)

10th Level or Higher (Level–9)
- Bear, polar
- Glyptodon
- Smilodon
- Shark, Huge[1]
- Whale, orca[1]

13th Level or Higher (level–12)
- Dire bear
- Dire elk (from *Monster Manual II*)
- Octopus, giant[1]
- Woolly mammoth

16th Level or Higher (level–15)
- Dire rhinoceros (from *Fiend Folio*)
- Dire shark[1]
- Dire tiger
- Megatherium (from *Fiend Folio*)
- Squid, giant[1]
- Zeuglodon[1]

1 Available only in an aquatic environment

normal, although the relative rarity of horses in the frostfell is certain to attract more attention to the paladin's mount than it would elsewhere.

RANGER

The ranger is a fairly common sight in the frostfell, whether he is a helpful and devoted woodland guardian and self-appointed protector of the frontier or a foul-mouthed bandit aimed at bending the frontier and its settlers to his will. The ranger's special abilities make him a natural for dwelling in the frostfell. Appropriate animal companions for frostfell rangers are identical to those listed above for frostfell druids.

ROGUE

Although the majority of their skills and abilities work best in civilized regions, the frostfell is far from an uninteresting place for the rogue. Many find themselves in the frostfell after being exiled or having been forced to flee persecution from civilized lands. Often, the lawless nature of the frontier towns of the frostfell can seem like heaven to a rogue who has lived most of her life dodging the city watch.

Of course, not all rogues are thieves and alleybashers. A fair number of them serve as scouts, explorers, diplomats, spies, and the like; any of these occupations can find ample employment in the frostfell.

Special Abilities: On attaining 10th level, and at every three levels thereafter, a rogue gains a special ability of her choice (see page 51 of the *Player's Handbook*). Rogues experienced in frostfell adventuring may select the following special ability in addition to those listed in the *Player's Handbook*.

Frostfell Terrain Mastery (Ex): The rogue can move about in frostfell environments with great ease and quickness. As long as she is in a cold terrain or region of frostfell (or in a city located in such a region), the rogue gains a +2 competence bonus on initiative checks and a +10-foot bonus to her land speed. She loses these bonuses when she is wearing medium or heavy armor, or is carrying a medium or heavy load.

SORCERER

Sorcerers are commonly found in the frostfell living as hermits, soothsayers, oracles, and other mystical figures. They often serve primitive tribes as spiritual leaders, despite the fact that their spells are arcane in nature. Most frostfell sorcerers have the blood of white dragons in their veins, and as a result they often are exceedingly pale.

Familiar: Sorcerers and wizards in cold climates summon different creatures to serve as familiars than those used by their brethren in more temperate climates. The animals below are a good cross-section of arctic animals. The aquatic animals (penguin, puffin, sea otter) can only be called from an ice pack or a coastal region.

If the entry reads "Ch. 6," see Chapter 6 in this book for the animal's description. Otherwise, treat each arctic familiar as the type listed in the "MM Entry" column for HD, attacks, and other basic statistics, as described in the *Monster Manual*. Costs and effort involved in summoning arctic familiars are identical to those required for other familiars.

Table 2–6: Arctic Familiars

Familiar	MM Entry	Special
Arctic fox	Ch. 6	Master gains +3 bonus on Move Silently checks
Gyrfalcon	Hawk	Master gains +3 bonus on Spot checks
Lemming	Rat	Master gains +2 bonus on Listen and Spot checks
Snowy owl	Owl	Has low-light vision; master gains +3 bonus on Move Silently checks
Penguin	Ch. 6	Master gains +2 bonus on Fortitude saves
Puffin	Raven	Master gains +2 bonus on Swim and Survival checks
Rat	Rat	Master gains +2 bonus on Fortitude saves
Raven	Raven	Speaks one language

The arctic familiars still gain all the abilities described in the *Player's Handbook*, and are treated as magical beasts, not animals.

WIZARD

Wizards of the frostfell are usually found there because they have some sort of interest in cold magic, and have traveled to the frostfell to study the cold in person. Many of these wizards are exiles or criminals forced to flee from civilization. Other wizards, particularly adventuring wizards, can be of any nature, although they usually aren't encountered among primitive societies where there aren't as many comfortable places to study magic.

Familiar: As described above under Sorcerer, wizards in the frostfell have a different selection of familiars available to them.

NEW FEATS

Although these new feats are generally the most useful in the frostfell, most of them retain their usefulness in other terrains as well. A nonplayer character (NPC) encountered in a frostfell will often have several of the specialized feats found in this section.

The new feats described in this chapter are summarized on Table 2–7 (see the next page).

ALTITUDE ADAPTATION [GENERAL]

Your body adapts quickly to changes in altitude, preventing you from suffering as much from altitude sickness.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a +4 bonus on all Fortitude saving throws to avoid the effects of altitude. Additionally, when you determine what effect the altitude has on you, you apply the effect for the next lower category of altitude than the category you are actually in. After you spend a week at a specific altitude, you become acclimated to that altitude and all lower altitudes, and no longer have to make Fortitude saving throws for each 6-hour period to avoid altitude sickness. If you travel to a lower altitude and remain there for a week, you lose your acclimation to

Table 2–7: New Feats

General Feats	Prerequisites	Benefit
Altitude Adaptation	Base Fortitude save bonus +2	+4 on Fortitude saves to avoid altitude sickness; you aren't as susceptible to altitude sickness
Arctic Priest	Cold or Winter domain	Can swap out prepared spells for a specialized list of spells
Beckon the Frozen	Augment Summoning, Spell Focus (conjuration)	Summoned creatures gain cold subtype and +1d6 cold damage to attacks
Chosen of Iborighu	Patron deity must be Iborighu	Cleric is favored class, cold damage gaze attack 1/day
Cold Endurance[1]	Base Fortitude save bonus +2	+2 to cold saves, can exist comfortably in cold environs
Improved Cold Endurance[1]	Base Fortitude save bonus +6, Cold Endurance	Resistance to Cold 5
Cold Focus	—	+1 bonus to save DCs against cold spells
Greater Cold Focus	Cold Focus	+1 bonus to save DCs against cold spells
Faith in the Frost	Ability to turn or rebuke creatures, Cold or Winter domain	Successful turn or rebuke causes cold damage
Frozen Berserker[1]	Barbarian rage ability	Gain cold subtype while raging
Frozen Wild Shape	Base Fortitude save bonus +6, wild shape ability	Wild shape into cold magical beasts
Ice Harmonics	Bardic music ability, Perform (sing) 6 ranks	Shatter ice with your voice
Improved Frosty Touch[1]	Uldra	Frosty touch ability does 2 cold damage
Mark of Hleid	Patron deity must be Hleid	Cleric is favored class, +2 sacred bonus to AC against evil cold creatures, immunity to rimefire
Mountaineer	—	+2 bonus on Climb and Survival checks
Primeval Wild Shape	Wild shape ability	Wild shape form gains +2 Strength, +2 bonus to natural armor, and resistance to cold 10 but lasts for only 1 round/level
Primitive Caster	—	Add material components to spells to raise a spell's effective level
Sea Legs[1]	—	+2 bonus on Balance and Tumble checks and +1 bonus on Initiative checks while on a ship
Smite Fiery Foe	Smite ability	Add Charisma modifier on attack roll and character level to damage against creatures with fire subtype
Snowcasting	Con 13	Add cold descriptor to spell
Frozen Magic	Con 13, Snowcasting	Cold spells have higher caster levels in cold weather
Icy Calling	Con 13, Snowcasting	Summoned frostfell creatures are stronger in cold weather
Cold Spell Specialization	Con 13, Snowcasting, Frozen Magic	Cold spells do +1 or +2 damage/die in cold weather
Frostfell Prodigy	Con 13, Snowcasting, Frozen Magic, Cold Focus	You gain additional bonus spells in cold weather
Snowrunner	Woodland stride ability	Move through snow at full speed, +5 competence bonus on Balance checks on ice
Snowflake Wardance	Bardic music ability, Perform (dance) 6 ranks	Add Charisma modifier to attack rolls with one-handed slashing melee weapons
Storm Magic	—	All spells cast at caster level +1 during storms
Sugliin Mastery[1]	Base attack bonus +5, Exotic Weapon Proficiency (sugliin)	Attacks with a sugliin are a standard action
Winter's Champion	Paladin level 1st	Gain additional frostfell spells on your paladin spell list
Winter's Mount	Special mount ability	Special mount gains cold subtype and +2 Constitution

Item Creation Feats	Prerequisites	Benefit
Craft Skull Talisman	Caster level 6th	Create magic skull talismans

Metamagic Feats	Prerequisites	Benefit
Piercing Cold	—	Cold spells can damage creatures resistant or immune to cold

1 A fighter may select this feat as one of his bonus feats.

the higher altitude and must reacclimatize, although you always retain the other benefits granted by this feat.

Special: This feat grants a +2 bonus on all Survival checks made in high altitude (above 5,000 feet) areas.

ARCTIC PRIEST [GENERAL]

You can swap out prepared spells to cast spells to aid in exploring and surviving in frostfell areas.

Prerequisite: Access to Cold or Winter cleric domain.

Benefit: You can channel stored spell energy into spells that aid in exploring and surviving in the frostfell, even if you

did not prepare these spells ahead of time. You can "lose" any prepared spell that is not a domain spell in order to cast any of the spells that appear on the list below, as long as the spell to be cast is of an equal or lower level to the one you lose.

Spells you can spontaneously cast when using this feat include: *control weather, create food and water, endure elements, heroes' feast, hibernate, protection from energy,* and *resist energy.*

BECKON THE FROZEN [GENERAL]

Creatures you summon are infused with cold energy and have the cold subtype.

Prerequisite: Augment Summoning, Spell Focus (conjuration).

Benefit: When you summon a creature or creatures using any summon spell, you can opt to summon a version of the creature from an extraplanar frostfell. If you do so, the summoned creature gains the cold subtype, and its natural attacks deal an additional 1d6 points of cold damage.

Creatures with the fire subtype can never be enhanced with the cold subtype in this manner.

CHOSEN OF IBORIGHU [GENERAL]

Your skin has a noticeable blue tint and your left eye is pale blue (your right eye is some other color); these features identify you as an ally to the church of Iborighu and grant you supernatural qualities.

Prerequisite: Patron deity must be Iborighu.

Benefit: Your left eye radiates faint evocation magic if it is viewed with a *detect magic* spell, and faint evil if viewed with a *detect evil* spell.

Cleric is now a favored class for you; the cleric class does not count when determining whether you take an experience point penalty for multiclassing.

Once per day, you can cause one creature within 30 feet that meets your gaze to become overwhelmed with a wave of supernatural cold. The target can resist the effects of this attack with a successful Fortitude save (DC 10 + 1/2 your character level + your Charisma modifier), otherwise it causes cold damage equal to your Charisma modifier + 3 (minimum 1 point of damage) and causes the victim to become fatigued. If you use this attack against someone who is fatigued, they instead become exhausted. Using this supernatural ability is a standard action that does not provoke attacks of opportunity.

Special: If you ever lose favor with Iborighu, or change your patron deity to another deity, you lose all benefits of this feat but your unusual skin color and eye color remain. You do not gain a replacement feat. If you later return to Iborighu's faithful and receive an *atonement* spell, you regain the benefits of the feat.

COLD ENDURANCE [GENERAL]

Either because of growing up in a frostfell or training your body and mind to ignore the biting effect of cold, you can exist with ease in low-temperature environments.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You can exist comfortably in conditions between 0° F and 90° F without having to make Fortitude saves (as described in Cold Dangers, page 8). You also gain a +2 bonus on saving throws against cold effects.

Cold Endurance doesn't provide any level of resistance to cold damage.

COLD FOCUS [GENERAL]

Your cold spells are more potent than normal.

Benefit: Add +1 to the DC for all saving throws against spells you cast with the cold descriptor. This bonus stacks with similar bonuses, such as those granted by Spell Focus and Greater Spell Focus.

COLD SPELL SPECIALIZATION [GENERAL]

You do additional damage with cold spells.

Prerequisite: Con 13, Snowcasting, Frozen Magic.

Benefit: In cold areas (temperature at or below 40° F), you gain a +1 bonus per die to any dice rolled to determine damage caused by cold spells you cast. For example, if an 11th-level wizard with this feat casts a *cone of cold* in a cold area, the spell does 11d6+11 points of damage.

In areas of extreme cold (below–20° F), the damage bonus increases to +2 per die.

CRAFT SKULL TALISMAN [ITEM CREATION]

You can create skull talismans, which carry spells within themselves (for more information on skull talismans, see page 112).

Prerequisite: Caster level 6th.

Benefit: You can create a skull talisman of any spell you know and that targets one or more creatures. Crafting a skull talisman takes one day. When you create a skull talisman, you set the caster level. The caster level must be sufficient to cast the spell in question and no higher than your own level. The base price of a skull talisman is its spell level × its caster level × 100 gp. To craft the talisman, you must spend 1/25 of this base price in XP and use up raw materials (mostly comprised of the rare metallic inks needed to inscribe the runes of power on the skull) costing one-half this base price.

When you create a skull talisman, you make any choices that you would normally make when casting the spell. Whoever destroys the skull is the target of the spell.

Any skull talisman that stores a spell with a costly material component or a XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when creating the skull talisman.

The skull to be used to create a skull talisman must be from a creature of at least Small size. A Small creature's skull can store a spell of up to 3rd level. A Medium creature's skull can store a spell of up to 6th level. A Large creature's skull can store a spell of up to 9th level. The art of crafting skull talismans was perfected by neanderthal druids, but any spellcaster can learn the art of making these devices. Many view the act of creating or using a skull talisman as a distasteful activity, but neither in and of itself is it an evil act.

FAITH IN THE FROST [GENERAL]

You channel frozen energies from your deity when you turn or rebuke creatures.

Prerequisite: Ability to turn or rebuke creatures, access to Cold or Winter cleric domain.

Benefit: When you successfully turn or rebuke a creature, it takes cold damage equal to your Charisma modifier as blasts of ice and cold energy tear through its body.

FROSTFELL PRODIGY [GENERAL]

You gain additional bonus spells in cold regions.

Prerequisite: Con 13, Snowcasting, Frozen Magic, Cold Focus.

Benefit: In cold areas (temperature at or below 40° F), the ability score used to determine how many bonus spells you may prepare or cast is treated as if it were 2 higher than its actual score. If you enter an area with a warmer temperature and remain in this area for longer than 1 minute, the bonus spells granted by this feat are lost until you can regain them.

In areas of extreme cold (below –20° F), the ability score is treated as if it were 4 higher than its actual score for purposes of determining how many bonus spells you can prepare or cast.

FROZEN BERSERKER [GENERAL]

When you enter your barbarian rage, your body becomes infused with cold energy.

Prerequisite: Ability to rage.

Benefit: As long as you are under the effects of a barbarian rage, you gain the cold subtype. You gain immunity to cold, but have vulnerability to fire, which means you take half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

FROZEN MAGIC [GENERAL]

Your cold spells are more powerful when you cast them in a cold region.

Prerequisite: Con 13, Snowcasting.

Benefit: In cold areas (temperature at or below 40° F), spells with the cold descriptor cast by you manifest at caster level +1.

In areas of extreme cold (below –20° F), cold spells cast by you manifest at caster level +2.

FROZEN WILD SHAPE [GENERAL]

You can assume the form of magical beasts with the cold subtype.

Prerequisite: Base Fortitude save bonus +6, wild shape ability.

Benefit: You may use your wild shape ability to assume the form of any magical beast with the cold subtype. Your new form must still fall within the size limitations of your wild shape ability. As with the standard wild shape ability, you do not gain any of the extraordinary special qualities or any supernatural abilities possessed by the new form, with the exception of the cold subtype. This subtype grants you immunity to cold but vulnerability to fire, which means you take half again as much (+50%) damage as normal from fire while in a frozen wild shape, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Possible cold magical beasts from the *Monster Manual* include cryohydras (Huge wild shape required), frost worms (Huge wild shape required), and winter wolves.

Possible cold magical beasts from *Monster Manual II* include frost salamanders.

Possible cold magical beasts from this book include brantas (Large wild shape required), ice toads (Large wild shape required), urskans (Large wild shape required), and tlalusks (Huge wild shape required).

GREATER COLD FOCUS [GENERAL]

Your cold spells are now even more potent than before.

Prerequisite: Cold Focus.

Benefit: Add +1 to the DC for all saving throws against spells with the cold descriptor. This bonus stacks with similar bonuses, such as those from Cold Focus, Spell Focus, and Greater Spell Focus.

ICY CALLING [GENERAL]

Your summon spells work better in the frostfell if you summon native creatures.

Prerequisite: Con 13, Snowcasting.

Benefit: In cold areas (temperature at or below 40° F), creatures native to cold environments and creatures with the cold subtype summoned by you are more powerful and agile than normal. The summoned creatures gain a +4 enhancement bonus to Strength and Dexterity for the duration of the spell that summoned them.

In areas of extreme cold (below –20° F), any summoned creature affected by this feat has maximum hit points when summoned.

ICE HARMONICS [GENERAL]

You can use your voice to shatter ice.

Prerequisite: Bardic music ability, Perform (sing) 6 ranks.

Benefit: By expending one of your daily uses of bardic music, you can cause any unattended nonmagical ice object or portion of ice to explode violently. The target must be within 30 feet, and you must be able to sing in order to shatter the ice. Any creature located in the 5-foot square in which you target with this ability takes piercing damage equal to 2d6 + your Charisma modifier. Creatures made of ice that you specifically target with this effect take double damage.

IMPROVED COLD ENDURANCE [GENERAL]

Your training and natural hardiness have improved your natural resistance to cold temperatures.

Prerequisite: Base Fortitude save bonus +6, Cold Endurance.

Benefit: You gain resistance to cold 5. If you already have resistance to cold, it increases by 5 (maximum resistance to cold 15).

Special: You can gain this feat multiple times; its effects stack. You cannot have more than resistance to cold 15 as a result of taking this feat.

IMPROVED FROSTY TOUCH [GENERAL]

Your frosty touch causes more cold damage.

Prerequisite: Uldra.

Benefit: Your frosty touch ability now deals 2 points of cold damage.

Normal: Your frosty touch ability deals 1 point of cold damage.

MARK OF HLEID [GENERAL]

You bear a birthmark in the shape of the holy symbol of Hleid (a ragged white triangle with a vortex of blue flame in its center) somewhere on your body; this mark identifies you as an ally of the church of Hleid and grants you supernatural qualities.

Prerequisite: Your patron deity must be Hleid.

Benefit: The actual birthmark itself radiates faint abjuration magic if it is viewed with a *detect magic* spell, and faint good if viewed with a *detect good* spell.

You are immune to the frost touch special attack of a rimefire eidolon. Additionally, you can handle rimefire ice barehanded without taking any cold damage.

Cleric is now a favored class for you; the cleric class does not count when determining whether you take an experience point penalty for multiclassing.

You gain a +2 sacred bonus to your Armor Class against evil-aligned creatures with the cold subtype.

Special: If you ever lose favor with Hleid, or change your patron deity to another deity, the mark of Hleid fades and you lose all benefits of this feat. You do not gain a replacement feat. If you later return to Hleid's faithful and receive an *atonement* spell, the mark reappears and you regain the benefits of the feat.

MOUNTAINEER [GENERAL]

You are a particularly gifted explorer and mountain climber.

Benefit: You get a +2 bonus on all Climb and Survival checks.

PIERCING COLD [METAMAGIC]

Your cold spells are so cold that they can damage creatures normally resistant or immune to cold.

Benefit: You can only apply this metamagic feat to spells with the cold descriptor. Piercing cold spells are so horribly cold that they are capable of damaging creatures normally unharmed by or resistant to cold. Piercing cold spells completely ignore any resistance to cold a creature possesses, bypassing this resistance and dealing damage to the target as if it did not possess any resistance to cold at all. They are still entitled to whatever other defenses the attack allows (such as saving throws and spell resistance).

Creatures normally immune to cold can be damaged by piercing cold spells as well. Piercing cold spells deal half damage to these creatures (or one-quarter on a successful saving throw).

For example, Mialee casts a piercing cold *cone of cold* at a night hag, a creature normally immune to cold. She makes her level check to penetrate the night hag's spell resistance, but the night hag makes her Reflex save against the spell. Mialee rolls the dice, and her *cone of cold* deals 42 points of cold damage; since the night hag made her save, the damage is halved to 21 points. This damage is then halved again (since the night hag is normally immune to cold), and 10 points of cold damage are actually dealt to the night hag, who is both shocked and enraged at this unexpected turn of events.

Creatures with the cold subtype can tell that a piercing cold spell is colder than normal, but they remain undamaged by the attack.

Creatures with the fire subtype who are damaged by a piercing cold spell take double normal damage instead of the usual +50%.

A piercing cold spell uses up a spell slot one level higher than the spell's actual level.

PRIMEVAL WILD SHAPE [GENERAL]

Your wild shape forms are stronger than normal.

Prerequisite: Wild shape ability.

Benefit: When you assume a wild shape form, you can opt to cause the shape assumed to be a primeval form of the creature that existed in the ancient past during a vast ice age. Doing so grants the new form a +2 racial bonus to Strength, a +2 bonus to its natural armor, and resistance to cold 10. A primeval wild shape has a much shorter duration than normal, since the enhanced qualities of the new shape drain your supernatural energies much more quickly. A primeval wild shape has a duration of 1 round per druid level (or per level of the class that granted you the wild shape ability) instead of the normal 1 hour per druid level.

PRIMITIVE CASTER [GENERAL]

You use screeches, wild gesticulations, and extra material components to give your spells additional power.

Benefit: This feat only functions when you cast a spell that does not already have a verbal, somatic, or material component. For each component you voluntarily add, you increase the effective caster level of the spell by +1. You can only add a component that's not already present in the spell. For example, you can't add a somatic component to a *gaseous form* spell, because it already has one. You could add a verbal component, however.

The verbal component you add consists of animalistic shouts, screams, and growls. The DC of Listen checks to hear you cast a spell is –5 (before modifying for distance). The somatic component is also more complex, so you must have two hands free to add a somatic component with this feat. The extra material component you add with this feat must be a rare plant found in the frostfell, which requires a successful DC 15 Profession (herbalist) check to locate.

This feat originally appeared in *Races of Faerûn*.

SEA LEGS [GENERAL]

You are accustomed to the rolling motion on board a ship, and can use this motion to your advantage.

Benefit: As long as you are on board a ship, you get a +2 bonus on all Balance and Tumble checks, and a +1 bonus on Initiative checks.

SMITE FIERY FOE [GENERAL]

You can smite creatures with the fire subtype.

Prerequisite: Smite ability.

Benefit: Once per day, you may attempt to smite a creature with the fire subtype with a normal melee attack. When you activate this ability, your attack becomes infused with cold energy. You add your Charisma modifier to your attack roll and deal 1 extra point of cold damage per character level. If you smite a creature that does not have the fire subtype, the blast of cold does not manifest and the smite attempt is used up for that day.

Remember that creatures with the fire subtype take half again as much (+50%) damage as normal from cold, including the additional damage dealt by this ability.

You may swap out any daily uses of a smite ability gained by a character class or cleric domain to smite fiery foes instead.

SNOWCASTING [GENERAL]

You add ice or snow to your spell's components to make them more powerful.

Prerequisite: Con 13.

Benefit: If you add a handful of snow or ice as an additional material component to a spell when you cast it, the spell gains the cold descriptor. This does not actually change the nature of the spell you cast; a *fireball* cast with this feat still deals fire damage, but since it also carries the cold descriptor, it can be augmented by a number of feats listed in this chapter, such as Cold Focus and Frozen Magic.

If you add a handful of snow or ice as an additional material component to a spell when you cast it and that spell already has the cold descriptor, you increase the effective level of the spell being cast by +1.

Adding this additional material component requires you to spend a move action immediately before the spell is cast to gather fresh snow or ice from the surrounding environment. This snow or ice can be magically created by a conjuration spell, but no other ice manifested by a spell will do. You may take no other action between gathering the snow or ice and casting the spell.

SNOWRUNNER [GENERAL]

You are particularly adept at moving through snow and over ice.

Prerequisite: Woodland stride ability.

Benefit: You can move through loose snow at full speed, as if you were moving across open terrain. You are also skilled at moving across open ice, and gain a +5 competence bonus on Balance checks to avoid slipping when you move across icy surfaces.

SNOWFLAKE WARDANCE [GENERAL]

You have mastered the snowflake wardance, a mystical style of fighting with slashing weapons that allows you to leap and almost seem to float haphazardly across the battlefield like a whirling, razor-edged snowflake.

Prerequisite: Bardic music ability, Perform (dance) 6 ranks.

Benefit: By expending one of your daily uses of bardic music, you may perform a deadly style of combat known as the snowflake wardance. Activating a snowflake wardance is a free action, and once activated, you add your Charisma modifier to your attack rolls with any slashing melee weapon you wield in one hand. This bonus to hit stacks with any bonuses you get from a high Strength score (or Dexterity score, if you are using Weapon Finesse).

You cannot use this feat if you are carrying a shield, wearing medium or heavy armor, or carrying a medium or heavy load.

A snowflake wardance lasts for a number of rounds equal to your ranks in Perform (dance). Performing a snowflake wardance is physically tiresome—when the snowflake wardance ends, you become fatigued for the next 10 minutes.

STORM MAGIC [GENERAL]

You gain a boost in spellcasting power during storms.

Benefit: All spells you cast while you are affected by a storm (either natural or magical) manifest at +1 caster level. For more information on storms, see page 94 of the *Dungeon Master's Guide*.

SUGLIIN MASTERY [GENERAL]

You are a master at fighting with the massive sugliin.

Prerequisite: Base attack bonus +5, Exotic Weapon Proficiency (sugliin).

Benefit: You can attack with a sugliin as if it were a normal weapon, either making a single attack as a standard action or a full attack as a full-round action.

Normal: Making a single attack with a sugliin is always a full-round action.

WINTER'S CHAMPION [GENERAL]

Your paladin spell list is enhanced.

Prerequisite: Paladin level 1st.

Benefit: When you gain this feat, you may add the 1st-, 2nd-, 3rd-, and 4th-level spells granted by the Cold and Winter domains as paladin spells of the same levels. You do not gain the ability to cast spells of these domains of 5th level or higher, nor do you gain the granted powers of the domains.

Special: If you have any levels of cleric, these additional domains are not available to your cleric levels, since they are technically paladin spells in this case.

WINTER'S MOUNT [GENERAL]

Your special mount is native to the frostfell.

Prerequisite: Special mount ability.

Benefit: Your special mount gains the cold subtype. It gains immunity to cold, but has vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Your special mount is also hardier than a nonfrostfell version; it gains a +2 racial bonus to Constitution.

Illus. by D. Griffith

The dangers and opportunities that await explorers of the frostfell are numerous, and many of these challenges and prospects exist nowhere else. Remote mountaintops where the air is so thin that breathing becomes a trial, mysterious glaciers tempered from within by magical fire, frontier trading posts and boom towns with little or no law, and ancient tribes of indigenous people with their own powerful traditions await discovery.

Naturally, these unique environments and the unusual difficulties they pose have resulted in the rise of just as many specialists, trained to take full advantage of the frostfell. The cloud anchorites are monks who have used the rarified air of the high mountains to enhance their skills and achieve immortality. The mysterious rimefire witches of the icebergs defend the last remnants of their deity from the rage of the winterhaunts of Iborighu. Though they do so in very different ways, valiant Knights of the Iron Glacier and hulking frostragers protect the people of the frostfell with devotion and fervor. These prestige classes and more are detailed on the following pages.

PICKING A PRESTIGE CLASS

Before you choose any of the prestige classes in this chapter, it's reasonable to ask your DM the following question: How much time do you anticipate the campaign spending in frostfell areas? A few of these prestige classes (the cloud anchorite and the rimefire witch in particular) won't translate well to nonfrostfell environments, and you should carefully consider taking levels in one of these classes if you know the campaign won't be taking place in an appropriate environment.

But most of the prestige classes in this chapter are useful and fun even when they're out of their element. Your choice of one of these prestige class grounds you in a particular part of the world, and you take a little of the frostfell's chill with you wherever you go.

These prestige classes all share a connection to snow, ice, and cold, but they're otherwise quite different from one another. Table 3–1, on the next page, provides some suggestions to start your browsing. Terms used on that table are defined in the following text.

Good Guys/Bad Guys: Members of these groups define themselves by their alignments and their outlooks on the world first, their other abilities second. Their strengths reflect their alignment choices, and roleplaying one or the other means putting attitude first. A good guy/bad guy designation doesn't mean that every such character is a hero or villain in your campaign. It's easy to imagine a Knight of the Iron Glacier who's "gone native," slaying everything he finds on patrol regardless of its alignment or intent. Likewise, a winterhaunt of

Iborighu could be a useful ally when an evil fire god tries to set the Material Plane aflame.

Tied to Frostfell: These prestige classes are powerful within the frostfell, but considerably weaker beyond it.

Combat-Focused: These prestige classes are particularly good at fighting with weapons, whether natural or manufactured.

Strong Spellcasting: Prestige classes on this list are good choices for spellcasters who want their progress toward higher levels of magic to be uninterrupted.

Moderate Spellcasting: These prestige classes don't get top-notch spells quickly, but they have other abilities to make up for their reduced progress.

Separate Spellcasting: Prestige classes on this list have their own spell progression and spell list.

Psionics: These prestige classes rely on rules presented in the *Expanded Psionics Handbook*.

Mounted: These characters prefer to ride into and out of combat and often have abilities that improve the capabilities of their mounts or other abilities related to fighting.

Table 3–1: Prestige Class Groupings

Group	Prestige Classes
Good Guys	Rimefire witch, Knight of the Iron Glacier
Bad Guys	Disciple of Thrym, Winterhaunt of Iborighu
Tied to Frostfell	Cloud anchorite, rimefire witch
Combat-Focused	Frostrager, Knight of the Iron Glacier, primeval
Strong Spellcasting	Frost mage, rimefire witch, winterhaunt of Iborighu
Moderate Spellcasting	Stormsinger
Separate Spellcasting	Disciple of Thrym
Psionics	Cryokineticist
Mounted	Knight of the Iron Glacier

CLOUD ANCHORITE

The remote mountaintops of the world represent one of the harshest incarnations of the frostfell, for in these locations not only does one struggle for shelter, food, and warmth, but also for the air itself. Yet for many, the isolation and beauty of the tallest mountains is an irresistible draw, especially to those who seek to hone and perfect their own bodies and minds far from the busy distractions of civilization. The cloud anchorites are just such an order of monastic recluses who have established monasteries on the slopes of many high mountains.

Cloud anchorite monasteries are never constructed at altitudes of less than 12,000 feet. There, they train in the rarefied chill air under the belief that conditions in lower altitudes and warmer climates serve only to accelerate the aging process and quell the quest for self-perfection. A cloud anchorite is quick to point out how the body of a person who dies in the tropics quickly rots away into corruption, but if the same person were to die atop one of the tallest mountain peaks, his body would become preserved for the ages. The cloud anchorite simply seeks a way to achieve this immortality while maintaining life and awareness.

Illus. by S. Belledin

Thuu Verrek, a cloud anchorite

Although most cloud anchorites were at one point in their lives monks, this is not a strict requirement to join one of their remote monasteries. All the cloud anchorites require of prospective members is a proven self-sufficiency and a willingness to seek immortality. Nevertheless, their teachings are natural extensions of many of the more commonplace monastic orders' teachings. Rangers, bards, and rogues can qualify for this prestige class fairly quickly as well, but the skill requirements make it difficult for most other classes to join a cloud anchorite monastery.

NPC cloud anchorites can be found in their monasteries on distant mountaintops, from which they only rarely leave to return to the lowlands. Those few cloud anchorites who do travel to lower altitudes do so to seek out prospective students, to gather necessary supplies for the monastery, or rarely, to bring the knowledge they have learned to the lowlanders in an attempt to open their eyes to the dangers of life below the treeline.

Hit Die: d8.

REQUIREMENTS

To qualify to become a cloud anchorite, a character must fulfill all the following criteria.

Alignment: Any nonchaotic.

Base Fortitude Save: +5.

Skills: Climb 9 ranks, Jump 9 ranks, Knowledge (religion) 9 ranks, Survival 4 ranks.

Feats: Improved Unarmed Combat, Mountaineer.

Special: The prospective student must live for a week on her own in a wilderness region, during which time she can travel no lower than 12,000 feet in altitude.

CLASS SKILLS

The cloud anchorite class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con) Craft (Int), Escape Artist (Dex), Jump (Str), Knowledge (nature) (Int), Knowledge (religion) (Int), Listen (Wis), Spot (Wis), Survival (Wis), Tumble (Dex), and Use Rope (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the cloud anchorite prestige class.

Weapon and Armor Proficiency: Cloud anchorites gain no proficiency with any weapon, armor or shield.

Monk Abilities: A cloud anchorite's class levels stack with her monk levels for determining her unarmed damage and AC bonus.

Climb Speed (Ex): At 1st level, a cloud anchorite gains a climb speed of 10 feet. She gains a +8 racial bonus on all Climb checks. A cloud anchorite must make a Climb check to climb any wall or slope with a DC of more than 0, but she can always choose to take 10, even if rushed or threatened while climbing. She cannot use the run action while climbing. She retains her Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus on their attacks against her while she is climbing. A cloud anchorite in armor (even light armor) or carrying a medium or heavy load loses this extra speed.

As the cloud anchorite gains levels, her climb speed increases. At each odd-numbered level, she gains a +10-foot bonus to her current climb speed. If the cloud anchorite already possesses a climb speed (for example, if she possessed a racial climb speed before becoming a cloud anchorite), these bonuses stack with her current climb speed.

Wisdom of the Mountain (Ex): A cloud anchorite adds her Wisdom modifier on Balance, Climb, and Jump checks made in mountain terrain. In addition, the cloud anchorite can always take 10 on a Balance, Climb, or Jump check, even if circumstances would normally prevent her from doing so.

Slow Breath (Ex): At 2nd level, a cloud anchorite's breathing slows to a fraction of what it used to be. She can hold her breath twice as long as normal, and gains a +2 bonus on all Fortitude saving throws against inhaled poisons, fatigue caused by high elevation, and altitude sickness. At 6th level, her bonus on these Fortitude saving throws increases to +6.

Bonus Feat: At 3rd level and again at 7th level, a cloud anchorite gains a bonus feat. This feat must be selected from the following list, and she must qualify for any prerequisites the feat to be chosen might require: Acrobatic, Agile, Athletic, Cold Endurance, Endurance, Great Fortitude, Improved Cold Endurance, Self-Sufficient, Skill Focus (in any class skill), or Track.

Resistance to Cold (Su): At 4th level, a cloud anchorite gains resistance to cold 5. This increases to resistance to cold 10 at 8th level.

Fast Movement (Ex): At 4th level, a cloud anchorite gains a +10-foot enhancement bonus to her land speed. A cloud anchorite in armor (even light armor) or carrying a medium or heavy load loses this extra speed. At 8th level, this bonus increases to +20 feet.

Empty Stride (Su): At 5th level, a cloud anchorite's stride is nearly weightless. She gains a +4 bonus on all Balance checks. More impressively, she can walk on the surface of any material into which she would normally sink, such as powdery snow, thin ice, and even water. She may continue to walk on this surface as long as she makes a DC 15 Concentration check. Normally, the Concentration check for this activity is a standard action, so a cloud anchorite may make one move action per round while using her empty stride ability. If she makes a DC 30 Concentration check, she may concentrate on her Empty Stride ability as a move action instead, allowing her to use it and still take one standard action in a round. She does not trigger traps that use pressure plates while using empty stride, nor is her speed impacted by deep snow.

Acrobatic Charge (Ex): At 6th level, a cloud anchorite gains the ability to charge in situations where others cannot. She may charge over difficult terrain that normally slows movement. This enables her to run down steep rock faces, leap down from an outcropping, or tumble over

Table 3–2: The Cloud Anchorite

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Climb speed +10 ft., wisdom of the mountain
2nd	+1	+3	+3	+0	Slow breath
3rd	+2	+3	+3	+1	Climb speed +20 ft., bonus feat
4th	+3	+4	+4	+1	Resistance to cold 5, fast movement +10 ft.
5th	+3	+4	+4	+1	Climb speed +30 ft., empty stride
6th	+4	+5	+5	+2	Improved slow breath, acrobatic charge
7th	+5	+5	+5	+2	Climb speed +40 ft., bonus feat
8th	+6	+6	+6	+2	Resistance to cold 10, fast movement +20 ft.
9th	+6	+6	+6	+3	Climb speed +50 ft., walk on the clouds
10th	+7	+7	+7	+3	Immortality of the mountain

small boulders to get to the target of her charge. Depending on the circumstances, she may still need to make appropriate checks (Jump or Tumble checks in particular) to successfully move over the terrain.

Walk on the Clouds (Su): At 9th level, a cloud anchorite can use her empty stride ability as a free action at all times. Additionally, once per day she may use *air walk* as a quickened spell-like ability. This effect manifests at a caster level equal to her cloud anchorite level.

Immortality of the Mountain (Su): Upon reaching 10th level, a cloud anchorite has achieved the apotheosis she has sought. She no longer has a maximum age, and will never die of old age. Additionally, she no longer has to make saving throws to avoid altitude sickness or fatigue from thin air, and gains a +2 sacred bonus on all Wisdom checks and all saving throws while in mountain terrain.

SAMPLE CLOUD ANCHORITE

Thuu Verrek is a cloud anchorite who wanders the polar mountains seeking a strange brand of enlightenment. She regards her travels as an ongoing test of her fitness and worthiness, and she regards everyone she meets as another part of the test. She may attack from ambush, challenge a PC to a ritual fight or climbing race, or assist PCs lost in the wilderness. It all depends on what poses the greatest test for her; she'll attack the PCs if they seem strong and help them if doing so presents a challenge.

Thuu Verrek: Halfling monk 6/cloud anchorite 5; CR 11; Small humanoid; HD 11d8+11; hp 60; Init +3; Spd 50 ft., climb 30 ft.; AC 24, touch 20, flat-footed 21; Base Atk +7; Grp +6; Atk +11 melee (1d8+3, *ki* strike [magic]) or +12 ranged (1d3+3, sling); Full Atk +11/+6 melee (1d8+3, *ki* strike [magic]) or +10/+10/+5 melee (1d10+3, *ki* strike [magic]) or +12 ranged (1d3+3, sling); SA stunning fist 7/day; SQ empty stride, evasion, purity of body, resistance to cold 5, slow breath, slow fall 30 ft., still mind, wisdom of the mountain; AL LN; SV Fort +11, Ref +13, Will +11; Str 16, Dex 16, Con 12, Int 12, Wis 18, Cha 8.

Skills and Feats: Balance +15 (+20 in mountains), Climb +27 (+32 in mountains), Concentration +5, Hide +7, Jump +21 (+26 in mountains), Knowledge (religion) +10, Listen +6, Move Silently +5, Survival +13, Tumble +15; Cold Endurance, Deflect Arrows, Dodge, Improved Disarm, Improved Unarmed Strike, Mobility, Mountaineer, Spring Attack, Stunning Fist.

Empty Stride (Su): Thuu can walk on the surface of any material into which she would normally sink, such as powdery snow, thin ice, and even water. She may continue to walk on this surface as long as she makes a DC 15 Concentration check as a standard action. She does not trigger traps that use pressure plates while using empty stride, nor is her speed impacted by deep snow.

Evasion (Ex): If Thuu is exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage with a successful saving throw.

Purity of Body (Ex): Immune to all normal diseases. Magical and supernatural diseases still affect her.

Slow Breath (Ex): Thuu can hold her breath twice as long as normal and gains a +6 bonus on all Fortitude saving throws against inhaled poisons, fatigue caused by high elevation, and altitude sickness.

Slow Fall (Ex): A monk within arm's reach of a wall can use it to slow her descent while falling. Thuu takes damage as if the fall were 30 feet shorter than it actually is.

Still Mind (Ex): +2 bonus on saves against spells and effects of the enchantment school.

Wisdom of the Mountain (Ex): In addition to the bonuses mentioned above, Thuu can always take 10 on Balance, Climb, and Jump checks.

Possessions: Bracers of armor +4, belt of giant strength +4, gloves of Dexterity +2, periapt of Wisdom +2, sling with 20 sling stones, kama, *vial of icy sheets*, potion of cure serious wounds.*

*New item described in Chapter 5.

CRYOKINETICIST

The cryokineticist is the master of cold psionic energy. He finds beauty in the crystalline structure cold imposes on all it touches, and has learned to harness the life-altering power of this much-overlooked source of dire energy.

A cryokineticist calls on the power of cold for protection, transfiguration, and attack, developing his abilities to the point where he can harness the most pure elemental cold for his bidding.

Few psionicists are drawn to the life of a cryokineticist, for many who come from temperate climates fail to see the hidden power in seasonal—and therefore ephemeral—cold and ice. Most who become cryokineticists come from frostfell environments, typically polar civilizations or planar cities that exist in areas dominated by elemental cold or ice where the frigid temperatures continually reveal the limitless power of cold.

NPC cryokineticists spend most of their time in freezing regions, and therefore are rarely found in temperate climes. Some bring their unique control of cold to warm or even hot environments, charging dearly for their cold-generating powers.

Hit Die: d8.

REQUIREMENTS

To qualify to become a cryokineticist, a character must fulfill all the following criteria.

Alignment: Any lawful.

Skills: Concentration 8 ranks, Craft (alchemy) 1 rank, Knowledge (psionics) 2 ranks.

Powers: Able to manifest the *energy emanation* power.

CLASS SKILLS

The cryokineticist's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (any) (Int), Intimidate (Cha), Jump (Str), Knowledge (psionics), and Psicraft (Int). See Chapter 4 of the *Player's Handbook* or Chapter 3 of the *Expanded Psionics Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Table 3–3: The Cryokineticist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	*Glacial ray*
2nd	+1	+3	+3	+0	Cold adaptation, *frozen fist*
3rd	+2	+3	+3	+1	*Bolt of cold*
4th	+3	+4	+4	+1	*Weapon afrost*
5th	+3	+4	+4	+1	Frostfell creature insight
6th	+4	+5	+5	+2	*Cold walk*
7th	+5	+5	+5	+2	Fear no cold
8th	+6	+6	+6	+2	*Greater weapon afrost*
9th	+6	+6	+6	+3	*Wall of ice*
10th	+7	+7	+7	+3	*Bone chill*

CLASS FEATURES

All of the following are class features of the cryokineticist prestige class.

Weapon and Armor Proficiency: Cryokineticists gain no proficiency with any weapons, armor, or shields.

Glacial Ray (Ps): A cryokineticist can launch a frigid ray that freezes water and damages living creatures. The ray does 1d12 points of cold damage to any living creature on a successful ranged touch attack (up to 15 feet). The ray also freezes one pint of water per level of cryokineticist.

Cold Adaptation (Ex): At 2nd level, the cryokineticist becomes resistant to cold, gaining a +4 bonus on all saving throws against cold and cold spells and spell-like abilities. In addition, the cryokineticist gains resistance to cold 10.

Frozen Fist (Ps): At 2nd level, the cryokineticist can activate this psi-like ability as a move action. One of the cryokineticist's clenched fists freezes into a solid block of ice that does him no harm, but causes his unarmed attacks to be treated as armed. A Medium cryokineticist deals 1d6 points of bludgeoning damage and 1d8 points of cold damage instead of any other special damage from the unarmed attack. The bludgeoning damage changes based on size, but the cold damage remains 1d8. This ability lasts a number of rounds equal to the cryokineticist's class level.

Ballarak Shardcraver, a cryokineticist

Bolt of Cold (Ps): Beginning at 3rd level, three times per day, the cryokineticist can launch a bolt of psionically manifested cold up to 60 feet at any target in line of sight as a standard action. This psi-like ability is treated as a ranged touch attack and deals 3d6 points of cold damage.

Weapon Afrost (Ps): At 4th level, as a move action, the cryokineticist can cause a melee weapon he wields to become sheathed in a layer of intense cold, granting the weapon the frost special ability (+1d6 points of cold damage on a successful strike). If he lets go of the weapon, the frost dissipates immediately, otherwise it lasts for a number of rounds equal to his cryokineticist class level.

Frostfell Creature Insight (Ex): At 5th level, the cryokineticist gains a +2 insight bonus on attack and damage rolls against all creatures with the cold subtype.

Cold Walk (Ps): Starting at 6th level, the cryokineticist can walk on air that is 32° F or colder (cold, severe cold, extreme cold or unearthly cold temperatures). He moves at his normal speed in all directions, including vertically, but cannot move more than double his speed in a single round. A coldwalker leaves footprints of coldfire in the air that disperse in 2 rounds, but his tread does not deal damage. He must pay 1 power point per round traveled in this fashion.

Fear No Cold (Ex): At 7th level, the cryokineticist is perfectly at home in cold temperatures. He now has a +8 bonus on all saving throws against cold and cold spells and spell-like abilities, and resistance to cold 20.

Greater Weapon Afrost (Ps): At 8th level, the cryokineticist's weapon afrost ability improves, dealing +2d6 points of cold damage on a successful strike. In addition, the cryokineticist can instead choose to apply this ability to his *frozen fist* (see above), which increases the cold damage of *frozen fist* from 1d8 to 2d8.

Wall of Ice (Ps): At 9th level, the cryokineticist gains the ability to create walls of ice, as the spell *wall of ice*. It is a full-round action to use this psi-like ability, and the cryokineticist must expend his psionic focus. The cryokineticist manifests this as a psi-like ability but otherwise it is just as if a 9th-level sorcerer cast the spell *wall of ice*.

Bone Chill (Ps): At 10th level, the cryokineticist gains the ability to create a massive burst of supernal cold around him, flash-freezing everything in the area. Once per day, the cryokineticist can use this psi-like ability to deal 9d6+21 points of cold

Illus. by M. Cotie

damage in a 30-foot-radius burst emanating from himself (Fortitude save DC 15 + Cha modifier for half damage). Any creature failing its Fortitude saving throw against *bone chill* must succeed on a second Fortitude saving throw at the same DC or die due to the extreme shock of the intense cold.

SAMPLE CRYOKINETICIST

Ballarak Shardcarver is a dwarf on a mission: to find his sister, kidnapped by marauding frost giants. Ballarak has spent most of his fortune on divinations that reveal that she's still alive and enslaved by the giants, but he doesn't know her exact location. After nearly a year trudging through the snow looking for her, he's apt to shoot first and ask questions later.

While Ballarak is a cyrokineticist, he has full access to fire damage with most of his powers—and he'll gleefully "light up" creatures he thinks might be unusually vulnerable to flames.

Ballarak Shardcraver: Dwarf psion (kineticist) 5/cryokineticist 2; CR 7; Medium humanoid; HD 5d4+15 plus 2d8+6 plus 10; hp 52; Init +1; Spd 30 ft.; AC 11 (15 with *inertial armor*), touch 11, flat-footed 10; Base Atk +3; Grp +3; Atk or Full Atk +3 melee (1d6 plus 1d8 cold, *frozen fist*) or +4 ranged touch (1d12 cold, *glacial touch*); SA *frozen fist, glacial touch*; SQ cold adaptation, darkvision 60 ft., dwarf traits; AL LN; SV Fort +9, Ref +7, Will +7; Str 10, Dex 12, Con 16, Int 18, Wis 13, Cha 6.

Skills and Feats: Autohypnosis +9, Concentration +13, Craft (alchemy) +8, Intimidate +8, Knowledge (psionics) +14, Psicraft +16; Greater Psionic Endowment, Psionic Body, Psionic Endowment, Psionic Meditation, Speed of Thought.

Powers Known (35 power points; manifester level 5th; save DC increases by 2 if focus expended): 1st—*control object, detect psionics, force screen, inertial armor, mind thrust* (*DC 15*); 2nd—*energy emanation** (DC 16), *energy missile* (*DC 16*), *id insinuation* (*DC 16*), *psionic identify*; 3rd—*body adjustment, energy cone* (*DC 17*).

*New psionic power described on page 108.

Frozen Fist (Ps): As a move action, Ballarak can freeze his fist into a solid block of ice, giving him a natural weapon that deals 1d6 points of bludgeoning damage and 1d8 points of cold damage. This ability lasts for 2 rounds and is usable at will.

Glacial Touch (Ps): Ballarak's touch freezes water and damages living creatures. The touch does 1d12 points of cold damage to any living creature on a successful ranged touch attack (up to 15 feet). The touch also freezes 2 pints of water.

Cold Adaptation (Ex): Ballarak has a +4 bonus on all saving throws against cold and cold spells and spell-like abilities. Ballarak has resistance to cold 10.

Dwarf Traits: Ballarak has stonecunning, which grants him a +2 racial bonus on Search checks to notice unusual stonework. A dwarf who merely comes within 10 feet of it can make a Search check as if actively searching.

When standing on the ground, dwarves are exceptionally stable and have a +4 bonus on ability checks made to resist being bull rushed or tripped. They have a +1 racial bonus on attack rolls against orcs and goblinoids. Dwarves have a +4 racial bonus to Armor Class against giants. Their race also gives them a +2 bonus on Appraise or Craft checks that are related to stone or metal items.

Dwarves have +2 racial bonus on saving throws against spells and spell-like effects.

Possessions: Headband of intellect +2, *cloak of resistance* +2, *dorje of dispel psionics* (10 charges), *dorje of inertial barrier* (5 charges), *boots of the winterlands*, masterwork dwarven waraxe.

DISCIPLE OF THRYM

Thrym, Lord of the Frost Giants, rules from his colossal ice citadel in Jotunheim. His servants include a dedicated clergy that travels the multiverse preaching about Fimbulwinter, an enduring cold that heralds the end of the world.

Aside from predictions of Ragnarok, disciples of Thrym spend a large portion of their time undermining those who serve Thor and Loki, the deities who conspired against Thrym, thwarting his efforts to win the goddess Freya as his bride. This ancient grudge still stands, and all who venerate Thrym take every opportunity to settle the score against the enemies of the Lord of the Frost Giants.

Given Thrym's moniker, it comes as little surprise that the majority of those who become his disciples are frost giants. A few rare individuals of various races, especially barbarians hailing from frostfell environments, join the ranks of Thrym's clergy, finding strength and security in his temples, which relentlessly prepare for the end of the multiverse. Only those who stand with Thrym will survive into the frozen world that follows.

As NPCs, disciples of Thrym are almost always found in the enormous fortresses and secret temples dedicated

Table 3–4: The Disciple of Thrym

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day 1st	2nd	3rd	4th	5th
1st	+1	+0	+0	+2	*Detect fire*, protection of winter	1	—	—	—	—
2nd	+2	+0	+0	+3	Resistance to fire 5	2	—	—	—	—
3rd	+3	+1	+1	+3	Powerful grip	2	1	—	—	—
4th	+4	+1	+1	+4	*Frost greataxe*	3	2	—	—	—
5th	+5	+1	+1	+4	Agonizing strike 1/day	3	2	1	—	—
6th	+6	+2	+2	+5	Resistance to fire 10	3	3	2	—	—
7th	+7	+2	+2	+5	*Dispel fire*	4	3	2	1	—
8th	+8	+2	+2	+6	*Icy greataxe*	4	3	3	2	—
9th	+9	+3	+3	+6	Agonizing strike 2/day	4	4	3	2	1
10th	+10	+3	+3	+7	Immunity to Fire	4	4	3	3	2

to the deity. In these locations, forges fueled by coldfire operate day and night crafting arms and armor for the final battle. A few disciples of Thrym may be found venturing through the planes hunting down new sources of coldfire or carrying out missions against the followers of Thor and Loki.

Hit Die: d10.

REQUIREMENTS

To qualify to become a disciple of Thrym, a character must fulfill all the following criteria.

Alignment: Any nongood.

Skills: Intimidate 4 ranks, Survival 8 ranks.

Base Attack Bonus: +4.

Feat: Weapon Focus (greataxe).

Special: Cold Endurance feat or cold subtype.

CLASS SKILLS

The disciple of Thrym's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (the planes) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), Speak Language (none), Spellcraft (Int), and Survival (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the disciple of Thrym prestige class.

Weapon and Armor Proficiency: Disciples of Thrym are proficient with all simple and martial weapons, with all types of armor, and with shields.

Naush, a disciple of Thyrm

Spells per Day: A disciple of Thrym can cast a small number of divine spells. To cast a spell, the disciple must have a Wisdom score of at least 10 + the spell's level. The disciple of Thrym's spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the disciple's Wisdom modifier. A disciple of Thrym otherwise casts spells as a cleric does, although he cannot swap out prepared spells to spontaneously cast *cure* or *inflict* spells. The disciple's spell list appears at the end of this prestige class description; when he prepares spells, he may select from any of the spells on this list.

Detect Fire (Sp): At 1st level, the disciple of Thrym can *detect fire* at will as a cleric of a level equal to his class level.

Protection of Winter (Su): At 1st level, the disciple of Thrym gains greater protection based on the local temperature. In cold areas (temperature at or below 40° F), he gains +1 sacred bonus on all saving throws and a +1 bonus to Armor Class. In areas of extreme cold (below –20° F), the sacred bonus is increased to +2 on all saves and AC.

Resistance to Fire (Ex): At 2nd level, the disciple of Thrym gains resistance to fire 5. At 6th level, this increases to resistance to fire 10.

Powerful Grip (Ex): At 3rd level, the disciple of Thrym gains a damage bonus equal to half his Strength bonus when he attacks with a greataxe. This means he adds 2 times his Strength bonus on his damage rolls instead of 1–1/2 times his Strength bonus when wielding the weapon in two hands.

Frost Greataxe (Sp): At 4th level, as a move action, the disciple of Thrym can cause a greataxe he wields to become sheathed in a layer of intense cold, granting the axe the frost special ability (+1d6 points of cold damage on a successful strike). If he lets go of the axe, the frost dissipates immediately; otherwise it lasts for a number of rounds equal to his class level.

Agonizing Strike (Su): At 5th level, the disciple of Thrym gains the ability to focus all the anger and hatred in his frozen heart into a single blow once per day. He makes a normal melee attack; if he hits, he deals +1d6 points of cold damage for every two class levels (+2d6 at 5th, +3d6 at 6th, +4d6 at 8th, and +5d6 at 10th level). If the attack misses, the agonizing strike is still used up for the day. At 9th level, the disciple can perform this strike twice per day.

Dispel Fire (Sp): At 7th level, the disciple of Thrym can *dispel fire* as a cleric of the same level a number of times per day equal to 1 + his Charisma modifier.

Icy Greataxe (Sp): At 8th level, as a move action, the disciple of Thrym can cause a greataxe he wields to become sheathed in a layer of intense cold, granting the axe the icy

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burst special ability (+1d6 points of cold damage on a successful strike, plus an extra 2d10 points of cold damage on a successful critical). If he lets go of the axe, the frost dissipates immediately, otherwise it lasts for a number of rounds equal to his class level.

Immunity to Fire (Ex): At 10th level, the disciple of Thrym gains immunity to fire, becoming prepared for the burning flames of Surtur that will destroy the multiverse.

Disciple of Thrym Spell List

Disciples of Thrym choose their spells from the following list:

1st Level: *cause fear, corrupt weapon, detect fire*, divine favor, doom, ease of breath*, lesser frostburn*, magic weapon, obscuring mist, protection from good/law, lesser shivering touch*.*

2nd Level: *blood snow*, bull's strength, chill metal, conjure ice object*, eagle's splendor, fog cloud, frost weapon*, zone of glacial cold*.*

3rd Level: *binding snow*, ice shape*, lesser aura of cold*, meld into ice*, shivering touch*, sleet storm.*

4th Level: *boreal wind*, glacial globe of invulnerability*, frostburn*, hibernal healing*, summon giants*.*

5th Level: *dispel fire*, dispel good/law, entomb*, frostbite*, ice storm, stoneskin, wall of ice.*

*New spell described in Chapter 5.

SAMPLE DISCIPLE OF THRYM

Naush is a frost giant obsessed with the coming of the end of the world. He often sends kidnappers to abduct seers from local villages, imprisoning them until they reveal to him a vision of a icy future. Then he kills them.

Naush: Frost giant disciple of Thrym 4; CR 13; Large giant (cold); HD 14d8+70 plus 4d10+20; hp 175; Init +0; Spd 40 ft.; AC 30, touch 9, flat-footed 30; Base Atk +14; Grp +27; Atk +26 melee (3d6+20/19–20/×3 plus 1d6 cold, +2 *greataxe*) or +14 ranged (2d6+9, rock); Full Atk +26/+21/+16 melee (3d6+20/19–20/×3 plus 1d6 cold, +2 *greataxe*) or +14 ranged(2d6+9, rock); SA frost greataxe, powerful grip, rock throwing; SQ *detect fire*, immunity to cold, low-light vision, protection of winter, resistance to fire 5, rock catching, vulnerability to fire; AL CE; SV Fort +15, Ref +5, Will +12; Str 29, Dex 10, Con 21, Int 14, Wis 18, Cha 13.

Skills and Feats: Climb +21, Concentration +9, Craft (weaponsmithing) +19, Diplomacy +3, Intimidate +18, Knowledge (religion) +6, Sense Motive +9, Spot +11, Survival +16; Cleave, Great Cleave, Improved Critical (greataxe), Improved Sunder, Power Attack, Track, Weapon Focus (greataxe).

Frost Greataxe (Sp): As a move action, Naush can grant his greataxe the frost special ability (+1d6 points of cold damage on a successful strike). If he lets go of the axe, the frost dissipates immediately, otherwise it lasts 4 rounds.

Rock Throwing (Ex): The range increment is 120 feet for Naush's thrown rocks.

Detect Fire (Sp): Naush can *detect fire* at will as a 4th-level cleric.

Protection of Winter (Su): In cold areas (temperature at or below 40° F), Naush gains a +1 sacred bonus on all saving throws and a +1 bonus to Armor Class. In areas of extreme cold (below –20° F), the sacred bonus is increased to +2 on all saves and AC.

Resistance to Fire (Ex): At 2nd level, the disciple of Thrym gains resistance to fire 5. At 6th level, this increases to resistance to fire 10.

Rock Catching (Ex): Once per round with a successful Reflex save, Naush can catch Small (DC 15), Medium (DC 20) or Large (DC 25) projectiles.

Typical Disciple of Thrym Spells Prepared: 1st—*divine favor* (2), *lesser frostburn** (DC 15), *lesser shivering touch** (+23 melee touch); 2nd—*bull's strength, conjure ice object*, zone of glacial cold** (DC 16).

*New spell described in Chapter 5.

Possessions: +2 full plate, +2 greataxe, +1 buckler, bag of holding (type IV), 2d4 rocks.

FROST MAGE

Frost mages usually hail from lands of cold, snow, and ice: tundra, glaciers, even outer planes perpetually shrouded in winter. Others become obsessed with the power of glacial cold and focus all their energy into discovering the mysteries of the frostfell and its magic. All frost mages, however, eventually become adapted to cold environments as their skin slowly turns to frost. They learn to take advantage of the natural or magically enhanced frostfell environment, harnessing the existing cold to further empower their own spells.

As members of this prestige class must have the ability to cast arcane spells, frost mages come from a narrow group, usually bards, sorcerers, and wizards. Some frost mage sorcerers believe silver dragon blood runs in their veins, while others feel they possess an innate talent for works of cold and ice magic. Most wizards who become frost mages see the frostfell as a mysterious and undiscovered frontier of arcane power, one from which they can draw strong magic for their own purposes.

As NPCs, frost mages live and study in complexes of ice caverns, towers constructed in frozen reaches of the outer planes, or within dungeons they have magically altered into frostfell environments. Sometimes they serve more powerful evil characters singly or in a group, such as frost giants, cryohydras, or deities of cold or ice. More often, the evil frost mage commands his own forces of ice and cold, growing a frostfell army as he prepares to bring about a new ice age and become overlord of a frozen world.

Hit Die: d4.

REQUIREMENTS

To qualify to become a frost mage, a character must fulfill all the following criteria.

Feats: Frozen Magic.

Skills: Knowledge (arcana) 8 ranks.

Spells: Able to cast 1st-level arcane spells.

Special: The character must spend 24 hours unprotected in a blizzard.

CLASS SKILLS

The frost mage's class skills (and the key ability for each skill) are Concentration (Con), Craft (alchemy) (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Search (Int), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the frost mage prestige class.

Weapon and Armor Proficiency: Frost mages gain no proficiency with any weapons, armor, or shields.

Spells per Day/Spells Known: At every level gained in the frost mage class, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation bonus feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character has more than one spellcasting class before becoming a frost mage, he must decide to which class he adds the new level for purposes of determining spells per day and spells known.

Natural Armor Increase (Ex): At 1st, 4th, 7th, and 10th level, a frost mage's body becomes more like the ice he venerates. His skin turns whiter and colder to the touch as the permanent layer of frost grows deeper. This provides an increase to the character's existing natural armor, as indicated on Table 3–5 (the numbers represent the total increase gained to that point) and he takes no damage from cold environments. In warm temperatures, the frost continually evaporates and replenishes itself, enshrouding the frost mage in a wispy vapor.

Resistance to Cold (Ex): Starting at 2nd level, the frost mage's icy skin grants him resistance to cold 10.

Gain Knowledge (Ex): Beginning at 3rd level, the frost mage gains knowledge of the spell *conjure ice beast I*, if he does not already have it. Former wizards get to add this spell to their spellbooks for free, and former sorcerers and bards get to add this spell to their spells known, even if this takes them over their normal limit. For each two levels gained in the prestige class, he gains knowledge of the next higher level in the *conjure ice beast* spell progression (*conjure ice beast II* at 5th level, *conjure ice beast III* at 7th level, and *conjure ice beast IV* at 9th level). At 7th level, in addition to gaining *conjure ice beast III*, the frost mage gains *animate snow* as a spell known. At 9th level, in addition to gaining *conjure ice beast IV*, the frost mage gains *frostfell* as a spell known.

This class feature does not change the level of the spell. A frost mage still must have a spell slot of the appropriate level to prepare or cast a spell acquired through the gain knowledge ability.

Piercing Cold: At 4th level, the frost mage gains Piercing Cold as a bonus metamagic feat. In addition to the normal benefits of the feat, the frost mage bypasses all resistances and immunities to cold granted by spells and spell-like effects of magic items (for example, a *ring of minor energy resistance* [cold]).

One with Cold (Ex): At 10th level, the frost mage's body has become perfectly adapted to cold energy. He gains the cold subtype, granting him immunity to cold. His oneness with cold, however, makes him more susceptible to flame. Just like any other creature with the cold subtype, he gains vulnerability to fire, which means he takes half again as much (+50%) damage as normal from fire, regardless of whether or not a saving throw is allowed, or if the save is a success or a failure.

SAMPLE FROST MAGE

Kurnayata grew up in the humid jungles far to the south. But her ambition led to her exile from her people, and her pride demanded that she live as far away as possible from the elves that spurned her. Now she plans the creation of a vast ice-fortress, from which she'll rule the frozen wastes.

Because of the Frozen Magic feat, many of Kurnayata's spells are better if she's casting them when the temperature is below 40° (or better yet, below –20°). When possible, she'll cast *control temperature* prior to combat and bring the air temperature down by three temperature bands. She has very low hit points for a CR 15 opponent, so *bull's strength* prior to combat (and its attendant 30 extra hit points) is almost a necessity.

Table 3–5: The Frost Mage

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Natural armor increase (+1)	+1 level of existing class
2nd	+1	+0	+0	+3	Resistance to cold 10	+1 level of existing class
3rd	+1	+1	+1	+3	Gain knowledge	+1 level of existing class
4th	+2	+1	+1	+4	Natural armor increase (+2), Piercing Cold	+1 level of existing class
5th	+2	+1	+1	+4	Gain knowledge	+1 level of existing class
6th	+3	+2	+2	+5		+1 level of existing class
7th	+3	+2	+2	+5	Natural armor increase (+3), Gain knowledge	+1 level of existing class
8th	+4	+2	+2	+6		+1 level of existing class
9th	+4	+3	+3	+6	Gain knowledge	+1 level of existing class
10th	+5	+3	+3	+7	Natural armor increase (+4), one with cold	+1 level of existing class

Kurnayata: Elf wizard 5/frost mage 10; CR 15; Medium humanoid; HD 15d4+15; hp 52; Init +1; Spd 30 ft.; AC 20, touch 11, flat-footed 19; Base Atk +7; Grp +6; Atk +8 melee (1d6+1 plus 1d6 or 1d10 cold, +2 *icy burst quarterstaff*); Full Atk +8/+3 melee (1d6+1 plus 1d6 or 1d10 cold, +2 *icy burst quarterstaff*); SA spells; SQ elf traits, one with cold, SR 18; AL N; SV Fort +9, Ref +9, Will +16; Str 8, Dex 12, Con 13, Int 24, Wis 13, Cha 12.

Skills and Feats: Concentration +19, Knowledge (arcana) +25, Knowledge (history) +16, Knowledge (nature) +16, Listen +3, Search +9, Spellcraft +27, Spot +3, Survival +7 (+9 aboveground, +11 to avoid hazards and getting lost); Augment Summoning, Cold Focus, Frozen Magic, Piercing Cold, Scribe Scroll, Snowcasting, Spell Focus (conjuration), Spell Focus (evocation), Spell Penetration.

Elf Traits: Elves have immunity to magic *sleep* effects. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively searching for it.

One with Cold (Ex): Kurnayata has the cold subtype, granting her immunity to cold. She has vulnerability to fire, which means she takes half again as much (+50%) damage as normal from fire, regardless of whether or not a saving throw is allowed, or whether the save is a success or a failure.

Wizard Spells Prepared (caster level 15th): 0—*detect magic* (3), *light, read magic*; 1st—*comprehend languages, conjure ice beast I*, glaze lock*, identify, magic missile* (3); 2nd—*bear's endurance, conjure ice beast II*, detect thoughts* (2) (DC 19), *heat leech** (DC 20), *numbing sphere** (DC 21), *zone of glacial cold** (DC 21); 3rd—*arcane sight, control temperature* (DC 21), *charm monster* (DC 20), *conjure ice beast III, fly, lightning bolt* (DC 21), *sleet storm* (DC 22); 4th—*arcane eye, conjure ice beast IV*, detect scrying, glacial ward*, wall of coldfire*, wall of ice* (DC 23); 5th—*boreal wind** (DC 24), *cone of cold* (2) (DC 24), *flesh to ice** (DC 24), *hold monster* (DC 22), *teleport*; 6th— *greater dispel magic, freezing glance** (DC 24), *Otiluke's freezing sphere** (2) (DC 25), *true seeing*; 7th—*control weather, forcecage, greater scrying* (DC 24), *greater teleport*; 8th—*moment of prescience, polar ray* (DC 27).

Spellbook: 0—all except *disrupt undead* and *touch of fatigue*; 1st—*charm person, comprehend languages, conjure ice beast I*, expeditious retreat, feather fall, glaze lock*, identify, mage armor, magic missile, magic weapon, mount, shield, lesser shivering touch*, snowdrift*, true strike, unseen servant*; 2nd—*alter self, arcane lock, bear's endurance, conjure ice beast II*, detect thoughts, glitterdust, gust of wind, heat leech*, invisibility, knock, Leomund's tiny igloo*, numbing sphere*, see invisibility, shatter, whispering wind, zone of glacial cold**; 3rd—*arcane sight, blink, blood snow*, clairaudience/clairvoyance, conjure ice beast III*, control temperature, dispel magic, fly, haste, lightning bolt, major image, protection from energy, sleet storm, wind wall*; 4th—*arcane eye, charm monster, conjure ice beast IV*, detect scrying, dimension door, glacial ward*, greater invisibility, ice storm, mindfrost*, polymorph, remove curse, scrying, solid fog, wall of coldfire*, wall of ice*; 5th—*baleful polymorph, boreal wind*, break enchantment, cone of cold, flesh to ice*, hold monster, Leomund's secret chest, mirage arcana, Mordenkainen's faithful hound, Rary's telepathic bond, telekinesis, teleport, wall of stone*; 6th—*animate snow*, disintegrate, freezing glance*, greater dispel magic, ice rift*, mislead, Otiluke's freezing sphere, planar binding, true seeing*; 7th—*control weather, forcecage, greater glacial ward*, greater scrying, simulacrum, greater teleport*; 8th—*fimbulwinter*, moment of prescience, polar ray, summon monster VIII, temporal stasis, trap the soul.*

*New spell described in Chapter 5.

Possessions: Headband of intellect +6, robe of the archmagi (gray), *staff of the iceberg* (14 charges), spellbook, ointment for *true seeing* spell, silver mirror for *scrying* spell, 100 gp pearl, 4 vials of coldfire.

Kurnayata, a frost mage

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FROSTRAGER

Many barbarian tribes have members whose ferocity and rage impress and terrify even their fellow barbarians, and the tribes of the frostfell are no different. The frostragers are powerful and dangerous warriors believed by some to be gifted from (and others cursed by) the frost giant deity Thrym with an unstable but powerful supernatural battle rage. This terrible fury not only causes the frostrager to increase in size when he enters his battle rage, but infuses his fists and weapons with cold shards of ice. Those tribes that view a frostrager's prowess as a gift point to the fact that their skills in battle can be matched by few, while those that view these abilities as a curse point to the fact that while in a rage, frostragers tend to revel in destruction and slaughter a little too much to make them trustworthy. In truth, frostragers retain control of their actions while in a frostrage

. . . the simple fact is that most frostragers enjoy causing mayhem and destruction.

All frostragers are barbarians to some degree, although many are multiclass barbarian/druids. Stories of such characters who activate their frostrage and wild shape abilities in succession abound in the frostfell; a frostraging character in the shape of a dire bear is a terrible opponent indeed. Other barbarians pick up some levels of fighter or ranger to further focus their combat prowess before becoming frostragers, and a rare few barbarian/sorcerer frostragers exist in some tribes that embrace arcane magic, but other combinations are virtually unknown.

Hit Die: d12.

Norrek Neversleep, a frostrager

Illus. by M. Cotie

REQUIREMENTS

To qualify to become a frostrager, a character must fulfill all the following criteria.

Base Attack Bonus: +6.

Skills: Intimidate 4 ranks, Survival 4 ranks.

Feats: Frozen Berserker, Improved Unarmed Strike, Power Attack.

Special: Rage as a class ability.

Special: The character must have been reduced to fewer than 0 hit points by cold damage (either from magical cold attacks or by taking enough damage from exposure to extreme cold environments). Whether or not this trauma is what allows the frostrage to take root in the character's soul, or if the trauma merely unhinges the character's mind enough that he decides to become a frostrager, is unknown.

CLASS SKILLS

The frostrager's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Listen (Wis), Survival (Wis), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Table 3–6: The Frostrager

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Frostrage, freezing blood
2nd	+2	+3	+0	+0	One-two punch
3rd	+3	+3	+1	+1	Absorb cold
4th	+4	+4	+1	+1	Improved frostrage
5th	+5	+4	+1	+1	Rend

CLASS FEATURES

All the following are class features of the frostrager prestige class.

Weapon and Armor Proficiency: Frostragers gain no proficiency with any weapon, armor, or shields.

Frostrage (Su): While raging, the character grows larger and more massive, and his freezing sweat forms icicles as it streams out of his pores, coating his body in a glittering crust of ice. The frostrager's actual size category does not change (nor does his space/reach), but he does gain a +4 natural armor bonus to Armor Class from the sheets of ice that form over his body. In addition, a frostrager's unarmed attacks deal 1d6 points of damage plus 1d4 points of cold damage on a successful hit. If the frostrager is Small, his unarmed attack deals 1d4 points of damage, and if the frostrager is Large, his unarmed attack deals 1d8 points of damage.

Freezing Blood (Su): At 1st level, a frostrager's blood becomes freezing cold. His wounds instantly freeze over and stop bleeding; he is immune to attacks that cause wounding effects. If reduced to negative hit points, he automatically stabilizes. He still takes 1 point of damage if he takes any actions while at 0 or negative hit points, however.

One-Two Punch (Ex): At 2nd level, while making an unarmed attack, the frostrager may make one extra attack in a round at his highest base attack bonus, but each attack made in that round (the extra one and the normal ones) take a –2 penalty.

Absorb Cold (Su): At 3rd level, while raging, the frostrager not only gains immunity to cold, but it heals him. For every 2 points of cold damage that would have otherwise have been dealt by an attack, the frostrager heals 1 point of damage.

Improved Frostrage (Su): At 4th level while raging, the frostrager's natural armor bonus increases to +6. His unarmed attacks deal 1d8 points of damage plus 1d6 points of cold damage on a successful hit. If the frostrager is Small, his unarmed attack deals 1d6 points of damage, and if the frostrager is Large, his unarmed attack deals 2d6 points of damage.

Rend (Ex): At 5th level, a frostrager gains the ability to rend a target. In any round that the frostrager hits the same foe with two or more unarmed attacks, he immediately

deals an additional 2d8 points of damage (plus 1-1/2 times his Strength bonus), plus an additional 1d6 points of cold damage. If he is Small, his rend deals 2d6 points of damage; if he is Large, his rend deals 3d8 points of damage.

SAMPLE FROSTRAGER

Korrek Neversleep is a frostrager who roams the frostfell, selling his services as a mercenary. Over the years he's spent time leading the orc hordes of the north, acted as a bodyguard for a frost mage, and even raided human villages in the company of frost giants. He places a high value on his independence and prefers jobs that let him be a one-man wrecking crew.

Korrek Neversleep: Half-orc barbarian 6/frostrager 5; CR 11; Medium humanoid (orc); HD 9d12+18; hp 76; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +11; Grp +15; Atk +15 melee (1d3+4, unarmed strike); Full Atk +15/+10 melee (1d3+4, unarmed strike); SA frostrage, improved frostrage, one-two punch, rage 2/day, rend; SQ absorb cold, freezing blood, improved uncanny dodge, trap sense +2, uncanny dodge; AL CN; SV Fort +11, Ref +4, Will +3; Str 18, Dex 12, Con 14, Int 12, Wis 10, Cha 6.

Skills and Feats: Climb +11, Intimidate +12, Jump +11, Listen +14, Survival +14; Cold Endurance, Frozen Berserker, Improved Unarmed Strike, Power Attack.

Rage (Ex): Twice per day, Korrek can enter a state of fierce rage that lasts for 7 rounds. The following changes are in effect as long as he rages: hp 98; AC 20, touch 9, flat-footed 19; Grp +17; Atk +17melee (1d8+6 plus 1d6 cold); Full Atk +17/+12/+7 melee (1d8+6 plus 1d6 cold) or +15/+15/+10/+5 melee (1d8+6 plus 1d6 cold); rend 2d8+9; SV Fort +13, Will +5; Str 22, Con 18; Climb +13, Jump 13. At the end of his rage, Korrek is fatigued for the duration of the encounter.

Improved Frostrage (Su): While raging, Korrek gains a +6 natural armor bonus to Armor Class from sheets of ice that form over his body. His unarmed attacks deal 1d8 points of damage plus 1d6 points of cold damage on a successful hit. These changes have already been added to his rage statistics above.

Rend (Ex): In any round that Korrek hits the same foe with two or more unarmed attacks, he immediately deals an additional 2d8+6 points of damage, plus an additional 1d6 points of cold damage.

Absorb Cold (Su): While raging, Korrek gains immunity to cold and it heals him. For every 2 points of cold damage that would have otherwise have been dealt by an attack, Korrek heals 1 point of damage.

Freezing Blood (Su): Korrek's wounds instantly freeze over and stop bleeding; he is immune to attacks that cause wounding effects. If reduced to negative hit points, he automatically stabilizes. He still takes 1 point of damage if he takes any actions while at 0 or negative hit points.

Improved Uncanny Dodge (Ex): Cannot be flanked and can only be sneak attacked by a character who has at least 10 levels of rogue.

Uncanny Dodge (Ex): Korrek retains his Dexterity bonus to AC even when flat-footed or targeted by an unseen foe (he still loses his Dexterity bonus if paralyzed or otherwise immobile).

Possessions: +2 hide armor, gauntlets of ogre power +2, boots of speed, potion of cure serious wounds.

KNIGHT OF THE IRON GLACIER

Many mercenary companies operate in the frostfell regions of the world, but most of them are poorly organized groups of thugs and exiled soldiers who bring no sense of duty or honor to their post. A few groups have risen above this level, though, and of those none have achieved the same magnitude of respect and ire as the Knights of the Iron Glacier.

This order was founded nearly two hundred years ago by an exiled general named Aengrist and his loyal band of knights and followers. Forced to flee their homeland after a particularly vicious coup, these knights spent several years wandering from outpost to outpost in the frostfell. They helped protect settlers against attacks by barbarians and orcs, but this activity was as much a justification for their continued purpose as anything else. As they traveled, word of their deeds grew. The knights gratefully accepted monetary rewards for their work but never demanded them.

It was at this time that a large band of orc barbarians, hungry for the knights' defeat, ambushed the group atop a vast glacier that carried inside it swaths of iron ore. The ambush was expertly laid, and General Aengrist died in the first moments of the battle. The death of their leader only enraged the knights, and they fought back with a fury that surpassed the rage of the orc barbarians and defeated them to the last. It was only in the aftermath that despair began to overtake the knights, until one charismatic knight by the name of Sarah Korlaskin rallied her fellow troops. She called upon them to honor the death of their general and this final great battle by putting an end to their wandering. She called upon them to build a great fortress at the edge of the iron-filled glacier, a fortress that would serve as both a memorial to their losses and as a bastion for fellow exiles and wandering warriors. On that battlefield, the order of the Knights of the Iron Glacier was born.

Since that day, Knights of the Iron Glacier continued to honor the memory of General Aengrist in their deeds and actions. In time, this hero-worship had an amazing result; some few devout knights began to receive spells in response to their prayers to Aengrist. Today, Aengrist represents a relatively young deity whose influence in the frostfell is growing with surprising speed.

The Knights of the Iron Glacier continue to operate in the frostfell, and have established many smaller fortresses throughout the frostfell. They have no illusions that they can bring order to the frostfell, but they do realize that they can provide pockets of shelter and law for those forced for whatever reason to flee into the harsh frozen lands. They also regularly patrol known trade routes between outposts and other civilized fortresses, riding atop war-trained

megaloceroses and constantly seeking wrongs to right and people to aid. In honor of Aengrist's favored weapon, all Knights of the Iron Glacier train extensively with the bastard sword, although they are not expected to always use the weapon in combat. They must also be excellent riders, often a difficult task in frostfell environments.

Most Knights of the Iron Glacier have some training as fighters, since the requirements for entry into the order are difficult for those who don't have much martial skill. Rangers and clerics of martial deities can also qualify, but the paladins of the Iron Glacier remain the most iconic members of the group. Paladins of the Iron Glacier remain the most respected members of the order, and are often granted privileges and honors reserved only for the highest-ranking members.

A paladin can freely take levels in the Knight of the Iron Glacier prestige class and still take paladin levels at a later time if she wishes.

Hit Die: d10.

REQUIREMENTS

To qualify to become a Knight of the Iron Glacier, a character must fulfill all the following criteria.

Alignment: Lawful good or lawful neutral.

Skills: Handle Animal 5 ranks, Ride 9 ranks, Survival 2 ranks.

Feats: Animal Affinity, Exotic Weapon Proficiency (bastard sword), Mounted Combat, Ride-By Attack.

Special: Before a character is accepted into the Order of the Iron Glacier, she must first prove to the order that her intentions are noble and true. Typically, this means the character must undertake some form of task or quest in a region of the frostfell, such as defending a remote village from an attack by orcs or slaying a white dragon that has been menacing a region. Usually, high-ranking knights will send aspiring knights on a particular quest, but sometimes they waive this requirement for someone they have seen upholding Iron Glacier ideals even though she has not herself approached the order for membership.

CLASS SKILLS

The Knight of the Iron Glacier class skills (and the key ability for each skill) are Craft (Wis), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Listen (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), and Survival (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Table 3–7: The Knight of the Iron Glacier

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Warmount
2nd	+2	+3	+0	+3	Frostfell awareness +2
3rd	+3	+3	+1	+3	
4th	+4	+4	+1	+4	Rally the troops
5th	+5	+4	+1	+4	Frostfell awareness +4
6th	+6	+5	+2	+5	
7th	+7	+5	+2	+5	Oath of wrath
8th	+8	+6	+2	+6	Frostfell awareness +6
9th	+9	+6	+3	+6	
10th	+10	+7	+3	+7	Overwhelming odds

CLASS FEATURES

All the following are class features of the Knight of the Iron Glacier prestige class.

Weapon and Armor Proficiency: Knights of the Iron Glacier gain no proficiency with weapons, armor, or shields.

Warmount: Upon becoming a Knight of the Iron Glacier, the character is awarded his own specially bred and trained mount, a war megaloceros. The character is expected to care for, feed, and protect his warmount; when a mission does not require the aid of the warmount, it can be stabled at no cost at any Iron Glacier stronghold.

War Megaloceros: Large animal; HD 7d8+28; hp 59; Init +1; Spd 50 ft.; AC 14, touch 10, flat-footed 13; Base Atk +5; Grp +15; Atk or Full Atk +10 melee (1d8+9, gore); Space/Reach 10 ft./5 ft.; SA improved grab, stampede, toss; SQ combative mount, low-light vision, scent; AL N; SV Fort +10, Ref +8, Will +6; Str 23, Dex 12, Con 19, Int 2, Wis 13, Cha 8.

Skills and Feats: Listen +9, Spot +9; Alertness, Lightning Reflexes, Run.

Combative Mount (Ex): A rider on a war megaloceros gains a +2 circumstance bonus on all Ride checks. A war megaloceros is trained for war.

Skills: A war megaloceros gains a +1 racial bonus on Listen and Spot checks.

If the knight has enough paladin levels that he has a paladin's special mount, the character has the option of dismissing his current special mount and replacing it with a war megaloceros special mount. In this case, the warmount functions identically to the paladin's special mount except for the improved base statistics given above. The character's paladin levels and Knight of the Iron Glacier levels stack for purposes of determining what sort of bonus Hit Dice, natural armor adjustments, Strength adjustments, base Intelligence, and special abilities the special mount gains.

Frostfell Awareness (Ex): A Knight of the Iron Glacier trains extensively on how to notice signs of danger in the frostfell, and is quite adept at spotting ambushes and similar danger. Starting at 2nd level, as long as he is in the frostfell, he gains a +2 competence bonus on all Initiative, Listen, and Spot checks. This bonus increases to +4 at 5th level and to +6 at 8th level.

Rally the Troops (Su): At 4th level, the Knight of the Iron Glacier's ability to inspire allies has become so potent that his words take on a supernatural divine power. Once per day, the knight may speak to a number of listeners equal to his class level plus his Charisma modifier.

He must speak for at least one minute, after which all listeners are filled with hope and bravery. For the next hour, these creatures gain a +2 morale bonus on attack rolls and Will saving throws, and have immunity to fear (magic or otherwise).

Oath of Wrath (Su): Beginning at 7th level, as a free action, the Knight of the Iron Glacier may select a single opponent within 60 feet and swear an oath to defeat him. For the duration of the encounter, the knight gains a +2 morale bonus on melee attack rolls, weapon damage rolls, saving throws, and skill checks made against the challenged target.

This effect ends immediately if the Knight of the Iron Glacier makes an attack or casts a spell targeted at any hostile creature other than the challenged target. Attacks of opportunity and spells cast on allies do not end the effect, nor do area spells such as *fireball* that catch other creatures in the area (as long as the challenged target is included in the area). The Knight of the Iron Glacier can use oath of wrath once per day.

Overwhelming Odds (Ex): A 10th-level Knight of the Iron Glacier has expelled from his mind and soul the very notion of a hopeless battle; no matter how slight, there is always a chance for victory. Whenever the Knight of the Iron Glacier faces an enemy in combat that has 3 or more Hit Dice or levels than he does, the knight's faith that he shall prevail grants him damage reduction 3/— and a +2 insight bonus to his Armor Class and all saving throws. These benefits apply only against attacks made against the knight from a creature whose levels or Hit Dice exceed the knight's by 3 or more; if a creature with fewer Hit Dice or levels attacks the knight, he does not receive these benefits.

Illus. by S. Ellis

Tharakus, a Knight of the Iron Glacier

SAMPLE KNIGHT OF THE IRON GLACIER

Tharakus was raised in the frostfell and has aspired to become a Knight of the Iron Glacier ever since they rescued his village from an ice goblin attack. Now Tharakus and Toecleft, his war megaloceros, patrol the icy wastes on behalf of the Knights, looking for travelers to aid and evil monsters to vanquish. Tharakus's patrols sometimes take him beyond the frostfell into warmer climes.

Tharakus: Human paladin 6/Knight of the Iron Glacier 3; CR 9; Medium humanoid; HD 9d10+18; hp 67; Init +0; Spd 20 ft.; AC 22, touch 10, flat-footed 22; Base Atk +9; Grp +12; Atk +13 melee (1d10+5/19–20, *+1 bastard sword*) or +10 ranged (1d8+3/×3, masterwork composite longbow); Full Atk +13/+8 melee (1d10+5/19–20, *+1 bastard sword*) or +10/+5 ranged (1d8+3/×3, masterwork composite longbow); SA smite evil 2/day; SQ aura of good, *detect evil*, divine grace, frostfell awareness, lay on hands 12/day, special mount (war megaloceros, empathic link with mount, share spells with mount, share saving throws with mount), special mount benefits; AL LG; SV Fort +12, Ref +4, Will +8; Str 16, Dex 10, Con 14, Int 8, Wis 12, Cha 14.

Skills and Feats: Handle Animal +9, Ride +16, Survival +6; Animal Affinity, Exotic Weapon Proficiency (bastard sword), Mounted Combat, Ride-By Attack, Smite Fiery Foe.

Smite Evil (Su): Twice per day, Tharakus may attempt to smite evil with one normal melee attack. He adds +2 to his attack roll and deals 6 additional points of damage.

Detect Evil (Sp): *Detect evil* at will as the spell.

Frostfell Awareness (Ex): As long as Tharakus is in the frostfell, he gains a +2 competence bonus on all Initiative, Listen, and Spot checks.

Special Mount (Sp): Whenever he desires, Tharakus can call upon Toecleft, his war megaloceros. The creature's abilities and characteristics are summarized below.

Toecleft, War Megaloceros: Large magical beast; HD 11d8+55; hp 104; Init +1; Spd 40 ft.; AC 26, touch 9, flat-footed 26; Base Atk +8; Grp +19; Atk +14 melee (1d8+10, gore); Full Atk +14/+9 melee (1d8+10, gore); Space/Reach 10 ft./5 ft.; SA improved grab, stampede, toss; SQ combative mount, improved evasion, low-light vision, scent; AL N; SV Fort +12, Ref +10, Will +7; Str 25, Dex 12, Con 20, Int 7, Wis 13, Cha 8.

Skills and Feats: Listen +11, Spot +11; Alertness, Endurance, Lightning Reflexes, Run.

Skills: A war megaloceros gains a +1 racial bonus on Listen and Spot checks.

Improved Grab (Ex): To use this ability, the creature must hit a Medium or smaller opponent with its gore attack. If it gets a hold, the megaloceros scoops up the opponent with its antlers and can toss it aside.

Stampede (Ex): A frightened herd of megaloceroses may flee as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of size Large or smaller that gets in their way, dealing 1d12 points of damage for each five beasts in the herd (Reflex DC 18 half).

Toss (Ex): A megaloceros can vigorously shake any creature caught in its horns and fling it in a random direction. Resolve the toss as a bull rush maneuver (+9 check modifier), except that there is no attack of opportunity, since the megaloceros has already grabbed its foe when it tries to toss the victim. The megaloceros does not need to move with its foe in order to throw its foe more than 5 feet. If the tossed victim beats the megaloceros's Strength check, he remains in his current square with no ill effects and is not grappled any longer. Tossed victims take impact damage on landing as if they had fallen a distance equal to the distance they were tossed.

Combative Mount (Ex): A rider on a war megaloceros gains a +2 circumstance bonus on all Ride checks. A war megaloceros is trained for war.

Improved Evasion (Ex): If Toecleft is exposed to any effect that normally allows it to attempt a Reflex saving throw for half damage, it takes no damage with a successful saving throw and half damage if the saving throw fails.

Scent (Ex): A megaloceros can detect opponents within 30 feet. The exact location is not revealed unless the creature is within 5 feet.

Possessions: +1 half-plate barding.

Special Mount Benefits: Tharakus gains special benefits from having a special mount.

Empathic Link (Su): Tharakus can communicate telepathically with his familiar at a distance of up to 1 mile. The master has the same connection to an item or a place that the special mount does.

Share Spells (Su): Tharakus may have any spell he casts on himself also affect his war megaloceros if the latter is within 5 feet at the time. He may also cast a spell a target of "You" on his special mount.

Paladin Spells Prepared (caster level 3rd): 1st—*bless weapon, divine favor.*

Possessions: +1 full plate, +1 heavy steel shield, +1 bastard sword, potion of cure moderate wounds, masterwork composite longbow (+3 Str bonus) with 20 arrows.

PRIMEVAL

The primeval is a warrior who has tapped into his racial memories to find and forge a bond with an ancient creature. He draws incredible power and strength from this bond, and finds that he can change his form into this creature with increasing skill. Many neanderthal tribes count primevals among their strongest warriors.

Primevals completely eschew spells and special training, instead embracing the inherent strength and quickness of their animal nature. They often find themselves in conflict with civilization when it encroaches into their territory; a fair number of rumors about lycanthrope attacks on frontier towns are probably based on the actions of a primeval. Just as often, though, a primeval manages to control or hide his alternate form and remain a helpful and valued member of a society. In any case, he retains full capacity of his actions and mental state in his alternate form.

Hit Die: d10.

REQUIREMENTS

To qualify to become a primeval, a character must fulfill all the following criteria.

Alignment: Any nonlawful.

Base Attack Bonus: +8.

Skills: Handle Animal 5 ranks, Knowledge (nature) 5 ranks, Survival 5 ranks.

Feats: Endurance, Self-Sufficient, Toughness.

CLASS SKILLS

The primeval class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Spot (Wis), Survival (Wis), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the primeval prestige class.

Weapon and Armor Proficiency: Primevals gain no proficiency with weapons, armor, or shields. (They are proficient with their natural weapons while in primeval form, though.)

Primeval Form (Su): The primary ability of the primeval is the supernatural ability to assume an alternate form. This functions similarly to the druid's wild shape ability, except the alternate form chosen must be selected when the character takes his first level of primeval and cannot be changed after that. Each time the character changes form with this ability, he assumes the same form. At 1st level, he may change shape into his primeval form once per day. He can use this ability one additional time each day at 4th level, 7th level, and again at 10th level.

This ability functions like the *polymorph* spell, except as noted here. It lasts for 1 minute per primeval level, or until he changes back. Changing form (into either form) is a standard action and doesn't provoke attacks of opportunity.

The primeval does not assume the animal's physical ability scores. Instead, he adds the animal's ability score –10 (for even scores) or –11 (for odd scores) to his own ability scores. For example, a primeval with a Strength score of 16 who assumes the form of a dire lion (Strength 25) adds +14 to his normal Strength of 16 to determine his Strength score in his primeval form. Remember, items that enhance the character's ability scores may be rendered inoperative by his change in form.

The primeval loses his ability to speak while in primeval form because he is limited to the sounds that the form can make naturally.

The primeval form chosen must be a prehistoric animal of some sort (dinosaur, dire animal, or other creature approved by the DM). The primeval form chosen must have no more than 8 HD and cannot be more than one size category larger than the primeval (so a Small character is limited to Medium animals or smaller, and a Medium character is limited to Large or smaller animals). The primeval form can

Table 3–8: The Primeval

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Primeval form 1/day, animal empathy
2nd	+2	+3	+0	+0	Regression 1, low-light vision
3rd	+3	+3	+1	+1	Feral power
4th	+4	+4	+1	+1	Primeval form 2/day
5th	+5	+4	+1	+1	Regression 2, scent
6th	+6	+5	+2	+2	Feral power 2
7th	+7	+5	+2	+2	Primeval form 3/day
8th	+8	+6	+2	+2	Regression 3, fast movement
9th	+9	+6	+3	+3	Feral power 3
10th	+10	+7	+3	+3	Primeval form 4/day, primeval shapechanger

be from any terrain familiar to the character. Appropriate primeval forms for a frostfell environment from the *Monster Manual* and this book include the dire lion, dire wolf, dire wolverine, and megaloceros.

If the primeval has the wild shape ability from other class levels, he may use wild shape to assume his primeval form. He cannot use his primeval form ability to wild shape, however.

Animal Empathy (Ex): In any form, the primeval can communicate with animals of his chosen primeval form (or related types). For example, a primeval whose primeval form is a dire wolf may communicate with wolves and dire wolves. He gains a +4 bonus on Charisma-based checks against animals of his chosen primeval form and related animals.

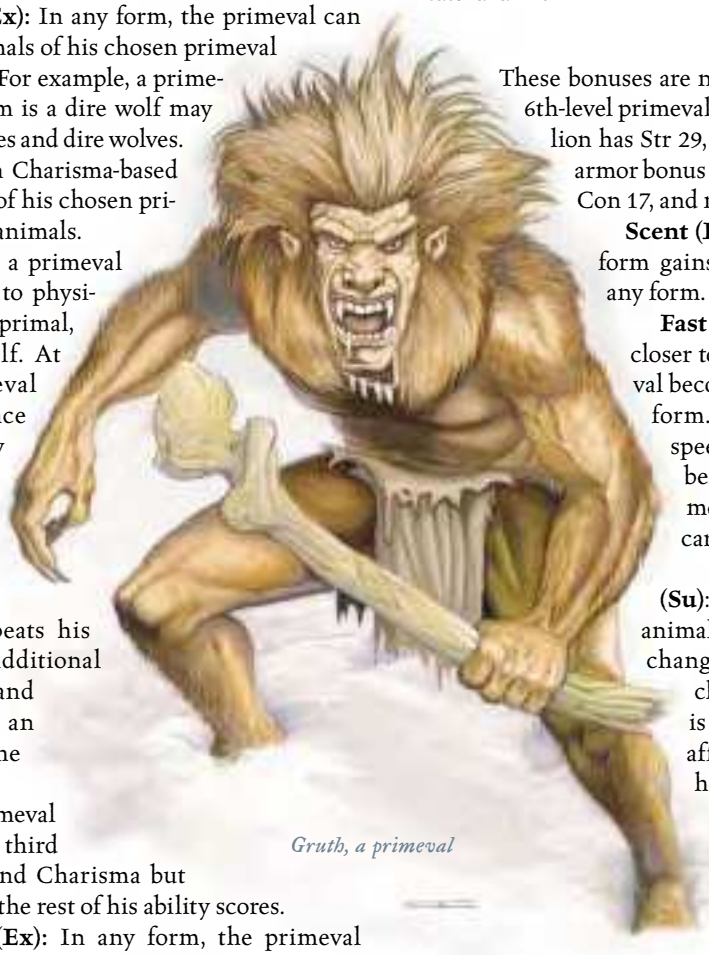
Regression (Su): As a primeval gains levels, he begins to physically regress into a more primal, feral version of himself. At 2nd level, the primeval reduces his Intelligence and Charisma scores by 1 point (to a minimum of 3) and gains 1 point of Strength, Dexterity, Constitution, and Wisdom.

At 5th level, he repeats his regression, losing an additional point of Intelligence and Charisma, and gaining an additional point to the rest of his ability scores.

At 8th level, the primeval regresses again, losing a third point of Intelligence and Charisma but gaining a third point to the rest of his ability scores.

Low-Light Vision (Ex): In any form, the primeval gains low-light vision at 2nd level. He can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions. If the primeval already has racial low-light vision, he can instead see four times as far as a human.

Illus. by D. Griffith



Gruth, a primeval

Feral Power (Ex): As the primeval gains levels, his primeval form grows stronger and tougher, as shown below:

	Primeval Class Level		
Characteristic	3rd	6th	9th
Strength	+2	+4	+6
Dexterity	+2	+2	+2
Constitution	+2	+4	+4
Natural armor	+2	+4	+8

These bonuses are not cumulative. For example, a 6th-level primeval whose primeval form is a dire lion has Str 29, Dex 17, Con 21, and a natural armor bonus of +8, instead of Str 25, Dex 15, Con 17, and natural armor +4.

Scent (Ex): At 5th level, the primeval form gains the scent special quality in any form.

Fast Movement (Ex): As he grows closer to his animal spirit, the primeval becomes quicker in his humanoid form. At 8th level, his base land speed improves by 10 feet. This benefit does not apply if the primeval is wearing heavy armor or carrying a heavy load.

Primeval Shapechanger (Su): The primeval unites with his animal spirit at 10th level. His type changes to magical beast (shapechanger), which means that he is no longer subject to spells that affect humanoids. In addition, he gains damage reduction 10/magic in any form. His natural attacks (but not weapon attacks) overcome damage reduction as if they were magic weapons.

SAMPLE PRIMEVAL

Gruth is the best hunter of his tribe. And with sustenance at a premium in the frostfell, the tribe members aren't particular about what they eat. Accordingly, Gruth will track humanoids if he thinks they have food—or might be food themselves.

Gruth: Neanderthal barbarian 8/primeval 3; CR 11; Medium humanoid (human); HD 8d12+16 plus 3d10+6; hp 90; Init +1; Spd 40 ft.; AC 17, touch 11, flat-footed 16; Base Atk +11; Grp +15; Atk +17 melee (1d10+8, +2 *greatclub*); Full Atk +17/+12/+7 melee (1d10+8, +2 *greatclub*); SA primeval form 1/day, rage 3/day; SQ animal empathy, climate tolerant, damage reduction 1/—, low-light vision, trap sense +2, improved uncanny dodge, uncanny dodge; AL CN; SV Fort +11, Ref +2, Will +1; Str 18, Dex 12, Con 15, Int 11, Wis 11, Cha 7.

Skills and Feats: Climb +13, Handle Animal +9, Jump +13, Knowledge (nature) +5, Listen +2, Spot +3, Survival +14; Endurance, Self-Sufficient, Track, Toughness.

Primeval Form (Su): Once per day for 3 minutes, Gruth can take the form of a dire wolf as a standard action. This functions like the *polymorph* spell, except that Gruth's wolf form has Str 33, Dex 17, Con 22, and +5 natural armor bonus.

Rage (Ex): Three times per day, Gruth can enter a state of fierce rage that lasts for 7 rounds. The following changes are in effect as long as he rages: hp 112; AC 15, touch 9, flat-footed 14; Grp +17; Atk +19 melee (1d10+11, +2 *greatclub*); Full Atk +19/+14/+9 melee (1d10+11, +2 *greatclub*); SV Fort +13, Will +3; Str 22, Con 19; Climb +15, Jump +15. At the end of his rage, Gruth is fatigued for the duration of the encounter.

Animal Empathy (Ex): In any form, Gruth can communicate with wolves and dire wolves, gaining a +4 bonus on Charisma-based checks against them.

Climate Tolerant (Ex): Neanderthals don't have to make Fortitude saves against environmental effects when the temperature is between –20° and 140°.

Improved Uncanny Dodge (Ex): Cannot be flanked and can only be sneak attacked by a character who has at least 12 levels of rogue.

Uncanny Dodge (Ex): Gruth retains his Dexterity bonus to AC even when flat-footed or targeted by an unseen foe (he still loses his Dexterity bonus/penalty if paralyzed or otherwise immobile).

Possessions: +2 greatclub, +3 hide armor, boots of the winterlands.

RIMEFIRE WITCH

Untold ages ago, a powerful uldra deity of the frostfell by the name of Hleid was defeated by her nemeses Iborighu. But Iborighu failed to destroy her existence completely, and the last fragments of her being scattered into the polar seas in a desperate attempt to escape destruction. These spheres of magical cold energy were the first rimefire eidolons, and as they struck the seas they manifested great icebergs to further hide and protect themselves from Iborighu and his minions. They waited, patient but potent, for the time to come when Hleid could be reborn and vengeance against Iborighu could be realized. The rimefire eidolons strive to achieve this goal by sending out hidden signals to touch the last few devoted worshipers of Hleid in hope of recruiting their aid.

A character who follows this mysterious call to its source, the core of a rimefire iceberg, becomes infused with great power by the rimefire eidolon. This action forms a powerful bond between the character and the eidolon; once this bond has been created, the character can draw magical power and strength from the iceberg surrounding the eidolon. This grants her several magical abilities, including the ability to channel rimefire as a ranged attack. At the same time, she slowly begins to take on aspects of the rimefire eidolon itself, transforming over time into a devoted guardian of the eidolon to which she has become bonded. These fey guardians represent the final apotheosis of the rimefire witch.

The only people who have been able to follow the rimefire call and forge a bond with the eidolon within are worshipers of Hleid, and among them, females are the most likely to hear the call of the rimefire, since the priesthood of Hleid is typically made up of women. Males who answer this call are not unknown, but are much less common; they are known as rimefire warlocks. Originally, uldras were the only worshipers of Hleid, but since her near destruction she has opened her arms to any who would revere her.

Rimefire witches are not bound to remain physically on the iceberg home of their bonded eidolon; in fact, many rimefire witches rarely visit their eidolon. Instead, they spend much of their time crusading against the cult of Iborighu or researching methods to restore Hleid to her proper glory.

Hit Die: d6.

REQUIREMENTS

To qualify to become a rimefire witch, a character must fulfill all the following criteria.

Skills: Concentration 6 ranks, Knowledge (history) 6 ranks, Knowledge (religion) 9 ranks, Spellcraft 6 ranks.

Feats: Iron Will, Mark of Hleid.

Spells: Able to cast 1st-level divine spells.

Patron Deity: Hleid.

Special: Once a character meets all the requirements listed above, she soon has a vivid dream in which she receives a call from a rimefire eidolon. Once she wakes from the dream, she knows the most direct route to the rimefire eidolon's iceberg, as if she had cast *discern location* to find it. This call does not force the character to answer, but until she travels to the iceberg and accepts the bond of the rimefire eidolon that dwells within, she cannot take any levels of rimefire witch. The journey to the iceberg should be played out as a minor quest, perhaps with some encounters with Iborighu cultists bent on preventing the rise of a new rimefire witch.

CLASS SKILLS

The rimefire witch's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Jump (Str), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Sense Motive (Wis), Spellcraft (Int), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the rimefire witch prestige class.

Weapon and Armor Proficiency: Rimefire witches gain proficiency with the trident. The trident is the favored weapon of Hleid, and many rimefire witches choose to wield tridents as well. They gain no other proficiency with weapons, armor, or shields.

Spells per Day/Spells Known: When a new rimefire witch level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spell-casting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a rimefire witch, she must decide to which class she adds the new level for purposes of determining spells per day and spells known.

Rimefire Bond (Su): A rimefire witch becomes bonded on a deeply spiritual level with the rimefire eidolon that selected her as its guardian. Both the witch and the eidolon are constantly aware of the other's location and condition, as if both were under the effects of a *status* spell. This is a permanent effect that cannot be dispelled or destroyed.

The bond also shores up the mind and will to live of the witch and her eidolon; both gain a +2 morale bonus on all saving throws against mind-affecting and death effects while the other is alive. A rimefire bond is powerful enough that it even extends across planes.

If a rimefire witch or her eidolon is killed, this bond is broken. A surviving rimefire witch loses all her supernatural and spell-like abilities granted by this class (but not her spellcasting ability) until she restores the slain eidolon to life and returns it to its iceberg. A surviving eidolon does not lose any of its abilities, and typically waits for a year before sending out a call for a new guardian. If the slain member of the bond is brought back to life within a year of death, the rimefire bond instantly reforges itself despite any physical distance between the two. If more than a year has passed, the rimefire witch does not regain her powers but within a week she is contacted in her dreams by a new rimefire eidolon; once she travels to its iceberg and accepts its bond of rimefire she immediately regains her lost powers.

Detect Minion of Iborighu (Sp): A rimefire witch possesses the spell-like ability to detect minions of Iborighu at will. This spell-like ability functions like *detect evil*, except that it detects the presence or absence of devotion to Iborighu in a living creature's aura and soul. *Undetectable alignment* can block this ability, as can certain magic items that have similar effects, such as the *mantle of hidden faith*.

Rimefire Bolt (Su): At 3rd level, a rimefire witch's bond with her eidolon becomes powerful enough that she can summon and direct a bolt of rimefire, as long as she is currently in the boundaries of a frostfell. Summoning and directing a rimefire bolt is a standard action. Rimefire bolts have a range of 30 feet and attack as ranged touch attacks, dealing damage equal to 1d6 + the witch's Charisma modifier. Half this damage is cold damage and half is fire damage; for more information on rimefire, see page 17.

At 6th level, a rimefire witch deals cold damage equal to 2d6 + her Charisma modifier with her rimefire bolt.

At 9th level, a rimefire witch deals cold damage equal to 3d6 + her Charisma modifier with her rimefire bolt.

Ice Skate (Sp): At 4th level, a rimefire witch gains the ability to use *ice skate* as a spell-like ability. She can use this ability a number of times each day equal to her Charisma modifier (minimum of once per day), at a caster level equal to her rimefire witch level.

Word of Recall (Sp): At 7th level, a rimefire witch gains the ability to use *word of recall* as a spell-like ability. She can use this ability once per day, and it always recalls her to the chamber of her bonded rimefire eidolon.

Iceberg (Sp): At 10th level, a rimefire witch gains the ability to use *iceberg* as a spell-like ability. She can use this ability once per day, at a caster level equal to her rimefire witch level.

Rimefire Apotheosis (Su): Upon achieving 10th level, a rimefire witch undergoes a dramatic transformation as the bond with her eidolon physically changes her into a fey creature. Her type immediately changes to fey, and she can no longer be affected by effects that target her old type; she does become susceptible to attacks and effects that harm or aid fey. She gains low-light vision, damage reduction

Table 3–9: The Rimefire Witch

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Rimefire bond, *detect minion of Iborighu*	+1 level of existing class
2nd	+1	+3	+0	+3		+1 level of existing class
3rd	+1	+3	+1	+3	Rimefire bolt (1d6)	+1 level of existing class
4th	+2	+4	+1	+4	*Ice skate*	+1 level of existing class
5th	+2	+4	+1	+4		+1 level of existing class
6th	+3	+5	+2	+5	Rimefire bolt (2d6)	+1 level of existing class
7th	+3	+5	+2	+5	*Word of recall*	+1 level of existing class
8th	+4	+6	+2	+6		+1 level of existing class
9th	+4	+6	+3	+6	Rimefire bolt (3d6)	+1 level of existing class
10th	+5	+7	+3	+7	*Iceberg*, rimefire apotheosis	+1 level of existing class

5/cold iron, and a +2 racial bonus to her Charisma score as her skin and hair become light blue or white in color. Once she undergoes rimefire apotheosis, the death of her bonded eidolon does not cause the loss of her supernatural or spell-casting abilities.

SAMPLE RIMEFIRE WITCH

Skycornice is one of the world's most powerful rimefire witches. She moves incognito among the larger towns and cities of the frostfell, searching for Iborighu cults to break up. She often works with other like-minded creatures and churches in exchange for their help in battling Iborighu's influence in the world.

Skycornice has a number of spells she routinely casts before combat, including *spell resistance, divine power, death ward, frost weapon, divine favor,* and *shield of faith*.

Skycornice: Uldra cleric 9/rimefire witch 10; CR 19; Small fey; HD 9d8+9 plus 10d6+10; hp 94; Init +1; Spd 20 ft.; AC 23, touch 12, flat-footed 22; Base Atk +11; Grp +8; Atk +16 melee (1d6+4 plus 1 cold, *+3 trident*) or +16 ranged (1d6+4, *+3 trident*); Full Atk +16/+11/+6 melee (1d6+4 plus 1 cold, *+3 trident*) or +16 ranged (1d6+4, *+3 trident*); SA turn undead 3/day (+2, 2d6+9, 9th); SQ darkvision 120 ft., low-light vision, resistance to cold 5, rimefire bond, damage reduction 5/cold iron; AL NG; SV Fort +14, Ref +7, Will +23; Str 12, Dex 12, Con 12, Int 13, Wis 27, Cha 10.

Skycornice, a rimefire witch

Illus. by D. Griffith

Skills and Feats: Concentration +18, Diplomacy +12, Hide +0, Jump –10, Knowledge (history) +7, Knowledge (nature) +3, Knowledge (religion) +13, Sense Motive +18, Spellcraft +18; Craft Staff, Craft Wondrous Item, Greater Spell Penetration, Iron Will, Mark of Hleid*, Scribe Scroll, Spell Penetration.

*New feat described on page 49.

Spell-Like Abilities: 3/day—*ray of frost* (+13 ranged touch); 1/day—*speak with animals, touch of fatigue* (+13 ranged touch; DC 18). Caster level 19th.

Rimefire Bond (Su): Skycornice and the eidolon that chose her are constantly aware of the other's location and condition, as if both were under the effects of a *status* spell. This is a permanent effect that cannot be dispelled or destroyed. Both gain a +2 morale bonus on all saving throws against mind-affecting and death effects while the other is alive.

Detect Minion of Iborighu (Sp): Skycornice detects minions of Iborighu at will, as the *detect evil* spell, except that it detects the presence or absence of devotion to Iborighu in a living creature's aura and soul. *Undetectable alignment* and similar magic blocks this ability.

Rimefire Bolt (Su): Skycornice can summon and direct a bolt of rimefire, as long as she is currently in the boundaries of a frostfell. Summoning and directing a rimefire bolt is a standard action. Rimefire bolts have a range of 30 feet and attack as ranged touch attacks, dealing 3d6 points of damage. Half this damage is cold damage and half is fire damage.

Ice Skate (Sp): Once per day, Skycornice can use *ice skate* as a 10th-level caster.

Word of Recall (Sp): Once per day, Skycornice can use *word of recall* to return to the chamber of her bonded rimefire eidolon.

Iceberg (Sp): Once per day, Skycornice can use *iceberg* as a 10th-level caster.

Typical Cleric Spells Prepared (caster level 19th): 0—*detect magic* (3), *guidance, read magic, resistance*; 1st—*detect evil, divine favor* (2), *fortify cold creatures**, *protection from evil, shield of faith* (2), *snowsight**[D]; 2nd—*align weapon, bear's endurance, consecrate, frost weapon**, *lesser restoration* (2), *snow walk**[D], *zone of truth* (DC 20); 3rd—*binding snow** (DC 21), *daylight, dispel magic* (2), *meld into ice**, *remove curse, remove disease, winter's embrace**[D] (DC 21); 4th—*death ward, dismissal* (DC 22), *divination, divine power, frostburn** (DC 22), *ice storm*[D] (DC 22), *neutralize poison, restoration*; 5th—*blizzard**[D] (DC 23), *conjure ice beast V**, *dispel cold**, *dispel evil, dispel fire**, *hibernal healing**, *spell resistance*; 6th—*algid enhancement**, *blade barrier* (DC 24), *conjure ice beast VI**, *death hail**[D], *mass frostburn** (DC 24), *ice rift**; 7th—*greater aura of cold**, *conjure ice beast VII**, *control weather*[D], *holy word* (DC 25), *greater restoration, resurrection*; 8th—*antimagic field, conjure ice beast VIII**, *dimensional lock, discern location, summon giants* (frost giants only)**[D]; 9th—*conjure ice beast IX**, *energy drain* (DC 27), *gate, mass heal*[D].

*New spell described in Chapter 5.

D: Domain spell. Domains: Healing (cast healing spells at +1 caster level) and Winter (+2 sacred bonus on Wisdom–based skill checks in winter).

Illus. by D. Crabapple

*Possessions: +3 trident, +3 glamered full plate, periapt of wisdom +6, staff of winter** (25 charges), *wand of cure critical wounds* (20 charges), *mantle of hidden faith**, *amulet of proof against detection and location*, scroll of *summon monster* IX, scroll of *etherealness*, scroll of *holy aura*, diamonds for *resurrection* spell, materials for *divination* spell, 3 vials of coldfire.

*New items described in Chapter 5.

STORMSINGER

The stormsingers have learned secret methods of harnessing the magic powers of music to influence and control the weather. These songs seem to have greater effects and potency in the frostfell than in more temperate or tropical regions, so most stormsingers prefer to dwell in the frostfell so they can practice their special form of magic. Ships that ply the seas of the frostfell often hire on a stormsinger partially to serve as entertainment for long sea voyages, but mostly so the stormsinger can protect the ship from powerful storms.

The music used by stormsingers to control the weather derives from a specific form of bardic music; as a result, all stormsingers have at least a little bit of training as bards. Many of them are actually multiclass bard/druids, although bard/clerics and bard/sorcerers make excellent stormsingers as well. They depend upon their sharp wits and ability to control weather for protection, so it is fairly unusual to encounter a stormsinger with any levels of fighter or similar classes.

Hit Die: d6.

REQUIREMENTS

To qualify to become a stormsinger, a character must fulfill all the following criteria.

Skills: Concentration 8 ranks, Knowledge (arcana) 8 ranks, Knowledge (geography) 4 ranks, Knowledge (nature) 4 ranks, Perform (sing) 8 ranks, Spellcraft 4 ranks.

Feats: Magical Aptitude, Storm Magic.

Special: The stormsinger must have the bardic music class ability.

CLASS SKILLS

The stormsinger's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Jump (Str), Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the stormsinger prestige class.

Weapon and Armor Proficiency: Stormsingers gain no proficiency with any weapon, armor, or shields.

Spells per Day/Spells Known: At each stormsinger level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a stormsinger, she must decide to which class she adds the new level for purposes of determining spells per day and spells known.

Bardic Music: A stormsinger's class level stacks with any levels of bard she has for purposes of determining the number of times per day she may use bardic music. Many of the stormsinger's high-level abilities require her to use bardic music as well. When a stormsinger uses her bardic music ability to create a stormsong effect (see below), it counts as one (or more) uses of her bardic music for the day.

Stormsong: The stormsinger can use her bardic music ability to create various storm-related effects in addition to the normal uses of bardic music. Additionally, the stormsinger can detect the approach of a natural storm 24 hours in advance of it reaching the character's current location.

Gust of Wind (Sp): A stormsinger of 1st level or higher with 9 or more ranks in Perform (sing) can use bardic music to generate a *gust of wind*, as the spell of the same name. Her caster level is equal to her ranks in Perform (sing), with a maximum caster level of 20th.

Sarxen, a stormsinger

Thunderstrike (Su): At 3rd level, a stormsinger with 11 or more ranks in Perform (sing) can use bardic music to unleash a deadly thunderbolt. The bolt can be targeted at any one creature within 60 feet, and the stormsinger must make a successful ranged touch attack to hit the target. If she hits, the stormsinger then makes a Perform (sing) check; the result indicates how much electricity damage the thunderbolt deals. A Reflex save (DC 10 + stormsinger's class level + Cha modifier) halves the damage. If the creature fails its Reflex save, it must make a Fortitude save (same DC) or be deafened for a number of rounds equal to the damage dealt.

Control Winds (Sp): At 5th level, a stormsinger with 13 or more ranks in Perform (sing) can use bardic music to cast *control winds*. This functions like the spell of the same name, except that the duration of the effect is concentration plus 3 rounds, and the save DC is 10 + the stormsinger's class level + Charisma modifier. The stormsinger's caster level is equal to her ranks in Perform (sing), with a maximum caster level of 20th.

Winter's Ballad (Su): At 7th level, a stormsinger with 15 or more ranks in Perform (sing) can use bardic music to cast *control weather*. This functions like the spell of the same name, except that the duration of the effect is concentration plus 1d6 hours. The stormsinger's caster level is equal to her ranks in Perform (sing), with a maximum caster level of 20th.

Great Thunderstrike (Su): At 9th level, a stormsinger with 17 or more ranks in Perform (sing) can use bardic music to unleash a terrible stroke of lightning, followed by a deafening clap of thunder. The great thunderstrike affects a line 60 feet long from the stormsinger. The stormsinger makes a Perform (sing) check; the result indicates how much electricity damage the great thunderstrike deals. A Reflex save (DC 10 + stormsinger's class level + Cha modifier) halves the damage. If a creature fails its Reflex save, it must make a Fortitude save (same DC) or take an additional 2d6 points of sonic damage and be permanently deafened.

The great thunderstrike is very strenuous, and uses up two of the stormsinger's bardic music uses for the day.

Storm of Vengeance (Sp): At 10th level, a stormsinger with 18 or more ranks in Perform (sing) can use bardic music to cause a *storm of vengeance*, as the spell of the same name (DC 10 + stormsinger's class level + Cha modifier). Her caster level is equal to her ranks in Perform (sing), with a maximum caster level of 25th. This potent ability is quite exhausting to use; each time it is activated, the stormsinger uses four of her bardic music uses for the day.

Stormpower (Ex): At 2nd level, a stormsinger gains a +2 bonus on Perform (sing) checks made to use her stormsong powers and adds a +2 bonus to her caster level with stormsong powers when the temperature is cold or colder (40° F or lower) or when she is in a storm. For information on storms, see Table 3–24: Wind Effects, page 95 of the *Dungeon Master's Guide*.

Resistance to Electricity (Ex): At 4th level, a stormsinger gains resistance to electricity 5. This increases to resistance to electricity 10 at 6th level, and resistance to electricity 15 at 8th level.

SAMPLE STORMSINGER

Sarxen the gnome stormsinger has been everything from a stowaway on a polar pirate ship to the court minstrel for a series of short-lived royal dynasties of the north. Her wanderlust prevents her from staying in one place for too long, although she tries to travel only when the weather is bad and the roads are free of other traffic.

Sarxen: Gnome bard 5/stormsinger 3; CR 8; Small humanoid; HD 5d6+15 plus 3d6+9; hp 56; Init +1; Spd 20 ft.; AC 16, touch 12, flat-footed 15; Base Atk +4; Grp –1; Atk or Full Atk +5 melee (1d6–1/19–20, masterwork longsword) or +7 ranged (1d8, *+1 light crossbow*); SA spell-like abilities; SQ gnome traits, low-light vision, bardic knowledge +8, bardic music 8/day (countersong, *fascinate,* inspire competence, inspire courage +1), stormsong (*gust of wind*, thunderstrike), stormpower; AL CN; SV Fort +5, Ref +8, Will +6; Str 8, Dex 12, Con 16, Int 13, Wis 8, Cha 17.

Skills and Feats: Bluff +11, Craft (alchemy) +6, Diplomacy +16, Hide +13, Intimidate +5, Jump –7, Knowledge (history) +6, Listen +12, Move Silently +9, Perform (sing)+14, Spellcraft +9, Use Magic Device +5; Ice Harmonics*, Magical Aptitude, Storm Magic.

Spell-Like Abilities: 1/day—*dancing lights, ghost sound* (DC 12), *prestidigitation, speak with animals* (burrowing animal only). Caster level 1st.

Gnome Traits: +1 save DC for illusions, +2 bonus on saves against illusions, +1 bonus on attack rolls against kobolds and goblinoids, +4 dodge bonus to AC against giants.

Bardic Music: Use bardic music eight times per day. See the bard class features on page 29 of the *Player's Handbook*.

Table 3–10: The Stormsinger

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+2	Bardic music, stormsong (*gust of wind*)	+1 level of existing class
2nd	+1	+0	+3	+3	Stormpower	+1 level of existing class
3rd	+1	+1	+3	+3	Stormsong (thunderstrike)	+1 level of existing class
4th	+2	+1	+4	+4	Resistance to electricity 5	+1 level of existing class
5th	+2	+1	+4	+4	Stormsong (*control winds*)	+1 level of existing class
6th	+3	+2	+5	+5	Resistance to electricity 10	+1 level of existing class
7th	+3	+2	+5	+5	Stormsong (winter's ballad)	+1 level of existing class
8th	+4	+2	+6	+6	Resistance to electricity 15	+1 level of existing class
9th	+4	+3	+6	+6	Stormsong (great thunderstrike)	+1 level of existing class
10th	+5	+3	+7	+7	Stormsong (*storm of vengeance*)	+1 level of existing class

Countersong (*Su*): Use music to counter magical effects that depend on sound.

Fascinate (*Sp*): Use music to cause one or more creatures to become fascinated with her.

Inspire Competence (*Su*): Use music to help an ally succeed at a task.

Inspire Courage (*Su*): Use music to bolster her allies against fear and improve their combat abilities.

Stormsong: Sarxen's music also gives her a measure of control over the weather. She can use the following abilities by expending one of her daily bardic music uses.

Gust of Wind (Sp): As the spell of the same name. Caster level 11th.

Thunderstrike (Su): Unleash a deadly thunderbolt, targeted at any one creature within 60 feet. Sarxen must make a successful ranged touch attack. If she hits, Sarxen then makes a Perform (sing) check; the result indicates how much electricity damage the thunderbolt deals. A DC 16 Reflex save halves the damage. If the creature fails its Reflex save, it must make a Fortitude save (same DC) or be deafened for a number of rounds equal to the damage dealt.

Stormpower (Ex): Sarxen gains a +2 bonus on Perform (sing) checks made to use her stormsong powers and adds a +2 bonus to her caster level with stormsong powers when the temperature is cold or colder (40° F or lower) or when she is in a storm.

Bard Spells Known (3/4/4/2 per day; caster level 8th): 0—*detect magic, light, lullaby* (DC 13), *message, read magic, summon instrument*; 1st—*charm person* (DC 14), *cure light wounds, silent image, Tasha's hideous laughter*; 2nd—*cat's grace, heroism, invisibility, suggestion* (DC 15); 3rd—*blink, charm monster* (DC 16), *cure serious wounds.*

Possessions: +1 studded leather, +1 light crossbow, horn of fog, chime of opening (unused), masterwork longsword, 20 bolts.

WINTERHAUNT OF IBORIGHU

The cult of Iborighu is a menace not only in the frostfell, but in any region they target with their cold desires. As minions of the Frozen King, the winterhaunts of Iborighu lust for nothing less than eternal winter; they aim to bring down upon the world an eternal ice age, a never-ending winter ruled and maintained by their dread deity. While such grand designs might make one dismiss the cult of Iborighu as a collection of harmless lunatics, the terrible truth is that they have made significant strides in the frostfell areas of the world . . . many of which were actually created by the cult. Winterhaunts are especially feared in the frostfell for their ability to wield cold magic so powerful in nature that it can even harm creatures normally immune to cold.

Most winterhaunts were either clerics of Iborighu or druids, although a fair number also take several levels of barbarian or ranger to enhance their combat prowess. The most sought-after winterhaunts, though, are wizardly winterhaunts, for the magic they wield is especially potent. Iborighu is traditionally a deity of the uldra, although he has always accepted worshipers of all races. Evil uldras remain his most common worshipers, but a fair number of humans, neanderthals, and frost giants worship the Frozen King as well. All prospective winterhaunts must first prove their skill to the Frozen King's cult by successfully crafting an *iceheart*, a magic item capable of maintaining supernatural cold in an area and bestowing resistance to cold upon its owner. Supplicants gain the ability to craft this item, even if they are not uldras.

Winterhaunts generally build fortified temples into the sides of glaciers, icebergs, and permanently frozen lakes, constructing huge ice buildings and dungeons in which to dwell. From these icy temple-fortresses they launch attacks on the frostfell, seeking suitable sacrifices for Iborighu. In particular, they seek out rimefire witches in an eternal holy war to finish the job that their deity began so long ago—the final eradication of the cult of Hleid from the ice. Lone winterhaunts are often encountered far from the naturally occurring frostfell regions, in temperate and even tropical regions where they use *icehearts* to seed magically sustained miniature frostfell areas in their ongoing project to bring down perpetual winter to the world.

Hit Die: d8.

REQUIREMENTS

To qualify to become a winterhaunt of Iborighu, a character must fulfill all the following criteria.

Alignment: Chaotic neutral, chaotic evil, or neutral evil.

Skills: Concentration 8 ranks, Knowledge (arcana) 5 ranks, Knowledge (religion) 8 ranks.

Feats: Chosen of Iborighu, Craft Wondrous Item, Piercing Cold.

Spells: Able to cast 1st-level divine spells.

Patron Deity: Iborighu.

Special: The character must successfully create an *iceheart*. This can be either a *minor iceheart* or a *major iceheart*; most prospective cultists opt to create a *minor iceheart*, naturally. The *iceheart*, once created, serves as the winterhaunt's badge of office in the cult; if it is lost or destroyed, he must replace it with a new one within a week. Failure to do so results in the loss of all spellcasting and supernatural abilities granted by this prestige class. Regaining these abilities is possible only if the winterhaunt gains a new *iceheart* and then receives an *atonement* spell.

CLASS SKILLS

The winterhaunt of Iborighu's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the winterhaunt of Iborighu prestige class.

Weapon and Armor Proficiency: Winterhaunts of Iborighu gain proficiency with all simple weapons, as well as proficiency with the scythe (the favored weapon of

Table 3–11: The Winterhaunt of Iborighu

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Cloak of winter's chill	+1 level of existing class
2nd	+1	+3	+0	+3	Resistance to cold 5	+1 level of existing class
3rd	+1	+3	+1	+3	Frozen skin	+1 level of existing class
4th	+2	+4	+1	+4	Coldstrike +1d6	+1 level of existing class
5th	+2	+4	+1	+4	Resistance to cold 10	+1 level of existing class
6th	+3	+5	+2	+5	Constant Piercing Cold	+1 level of existing class
7th	+3	+5	+2	+5	Cold subtype	+1 level of existing class
8th	+4	+6	+2	+6	Coldstrike +2d6	+1 level of existing class
9th	+4	+6	+3	+6	*Summon the entombed*	+1 level of existing class
10th	+5	+7	+3	+7	Wintry apotheosis	+1 level of existing class

Iborighu). Winterhaunts are proficient with light armor, but not shields.

Spells per Day/Spells Known: When a new winterhaunt level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class she belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a winterhaunt, he must decide to which class he adds the new level for purposes of determining spells per day and spells known.

Cloak of Winter's Chill (Su): As a free action, a winterhaunt can shroud himself in a sphere of cold a number of times per day equal to 3 + his Charisma modifier. This cloak of winter's chill lasts for a number of rounds equal to the winterhaunt's class level + his Charisma modifier. While cloaked in winter's chill, the winterhaunt gleams with a frosty radiance that is both alluring and terrifying. He gains a +2 profane bonus on Will saving throws and all Charisma-based checks, including all Charisma-based skills and rebuke or command undead checks.

Chesko Vaul, a winterhaunt of Iborighu

Illus. by S. Belledin

Resistance to Cold (Ex): A winterhaunt gains resistance to cold 5 at 2nd level. This increases to resistance to cold 10 at 5th level. This resistance to cold granted to this ability stacks with a character's natural cold resistance, if any.

Frozen Skin (Su): At 3rd level, the winterhaunt's skin becomes as hard (and cold) as frozen flesh, while retaining its flexibility. His skin appears to be coated with a fine layer of frost, and flecks of snow seem to float from his flesh at times. He gains a +2 natural armor bonus to his Armor Class, which increases to +4 while he is cloaked in his winter's chill ability.

Coldstrike (Su): Starting at 4th level, every time a winterhaunt deals cold damage with a spell, spell-like ability, or supernatural ability (including an uldra's icy touch or a white dragon's breath weapon), he deals an additional 1d6 points of cold damage. Magic weapons that deal cold damage (such as frost weapons) do not trigger this additional cold damage, since the source of the cold damage is the weapon itself, not the winterhaunt.

The winterhaunt's coldstrike damage increases to +2d6 points of cold damage at 8th level.

When his cloak of winter's chill is active, he adds an additional 1d6 points of damage with his coldstrike ability (to a total of +2d6 at 4th level and +3d6 at 8th level).

Constant Piercing Cold (Su): At 6th level, all spells with the cold descriptor cast by the winterhaunt are automatically enhanced by the Piercing Cold feat, with no change to the spell's actual level.

Cold Subtype (Ex): At 7th level, the winterhaunt gains the cold subtype. He gains immunity to cold, but also has a vulnerability to fire, which means he takes half again as much (+50%) damage as normal from fire, regardless of whether or not a saving throw is allowed, or if the save is a success or a failure.

Summon the Entombed (Sp): At 9th level, a winterhaunt gains the spell-like ability to summon one of the entombed to do his bidding. Treat this as a *summon monster* IX spell, except that

the winterhaunt can only summon entombed with it. The caster level of this ability is equal to the winterhaunt's class level plus his Charisma modifier. The winterhaunt may use this spell-like ability once per day. For more information on entombed, see page 128.

Wintry Apotheosis (Su): At 10th level, the winterhaunt undergoes a powerful and unholy transformation as his flesh and bones become consumed by the frozen wrath of Iborighu, only to be replaced by snowy flesh and icy bones. The winterhaunt has become a powerful supernatural servant of Iborighu.

Once this apotheosis takes place, the winterhaunt's type changes to elemental, and he gains the evil subtype. As a being composed of living, profane ice and snow, he is immune to poison, sleep effects, paralysis, and stunning. He is also not subject to extra damage from critical hits or flanking. The winterhaunt cannot be *raised*, *reincarnated* or *resurrected* (though a *limited wish*, *wish*, *miracle*, or *true resurrection* spell can restore life). The winterhaunt also gains darkvision out to 60 feet.

The winterhaunt's natural weapons, as well as any weapons he wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

SAMPLE WINTERHAUNT OF IBORIGHU

Chesko Vaul has left his humanity behind, drawn into the icy embrace of the deity Iborighu. Worship of Iborighu has been an obsession of Chesko's since he first found a fragmentary reference to the deity in an ancient religious text he studied as a youth. Curiosity led to obsession and then to worship. Now Chesko Vaul is one of the most powerful of Iborighu's earthly servants, although his pride keeps him at arm's length from Iborighu's network of cults. Chesko forms small cults of his own when he stays in one part of the frostfell for a time, but he usually travels on dark errands, accompanied only by a small retinue. Given Chesko's ability to summon creatures to do his bidding, he has little need for earthly sycophants.

If he has time before a fight begins, Chesko casts *unholy aura*, *greater aura of cold*, *righteous might*, *spell resistance*, *divine power*, *resist energy*, *bull's strength*, *shield of faith*, and *divine favor*. Then he starts summoning creatures (better than usual due to the Augment Summoning and Beckon the Frozen feats).

Chesko Vaul: Human cleric 7/winterhaunt of Iborighu 10; CR 17; Medium elemental (cold, evil); HD 17d8+34; hp 110; Init +1; Spd 20 ft.; AC 24, touch 11, flat-footed 23; Base Atk +10; Grp +12; Atk +15 melee (2d4+5/×4, +2 *unholy scythe*); Full Atk +15/+10 melee (2d4+5/×4, +2 *unholy scythe*); SA turn undead 2/day (+2, 2d6+6, 7th); SQ cloak of winter's chill 2/day, darkvision 60 ft., immunity to cold, vulnerability to fire; AL NE; SV Fort +14, Ref +6, Will +19; Str 14, Dex 12, Con 14, Int 10, Wis 24, Cha 8.

Skills and Feats: Concentration +18, Intimidate +10, Knowledge (arcana) +5, Knowledge (religion) +8, Spellcraft +14; Augment Summoning, Beckon the Frozen*, Chosen of Iborighu*, Craft Wondrous Item, Martial Weapon Proficiency (scythe)[B], Piercing Cold*, Spell Focus (conjuration), Spell Penetration, Weapon Focus (scythe)[B].

*New feat described in Chapter 2.

Cloak of Winter's Chill (Su): Twice per day as a free action, Chesko can shroud himself in a sphere of cold for 9 rounds. He gains a +2 profane bonus on Will saving throws and all Charisma-based checks, including all Charisma-based skills and rebuke or command undead checks.

Frozen Skin (Su): Chesko's skin appears to be coated with a fine layer of frost, and flecks of snow seem to float from her flesh at times. He has a +2 natural armor bonus to his Armor Class (already added above), which increases to +4 while she is cloaked in her winter's chill ability.

Coldstrike (Su): Whenever Chesko deals cold damage with a spell, spell-like ability, or supernatural ability, he deals an additional 2d6 points of cold damage, or 3d6 points of cold damage when his cloak of winter's chill is active.

Constant Piercing Cold (Su): At 6th level, all of Chesko's spells with the cold descriptor are automatically enhanced by the Piercing Cold feat, with no change to the spell's actual level.

Summon the Entombed (Sp): Once per day, Chesko can summon one of the entombed to do his bidding. Treat this as a *summon monster IX* spell, except that the winterhaunt can only summon entombed with it. Caster level 9th.

Wintry Apotheosis (Su): Chesko has become an elemental and is immune to poison, sleep effects, paralysis, and stunning. He is also not subject to extra damage from critical hits or flanking. He cannot be *raised*, *reincarnated* or *resurrected* (though a *limited wish*, *wish*, *miracle*, or *true resurrection* spell can restore life).

The winterhaunt's natural weapons, as well as any weapons she wields, are treated as evil-aligned for purpose of overcoming damage reduction.

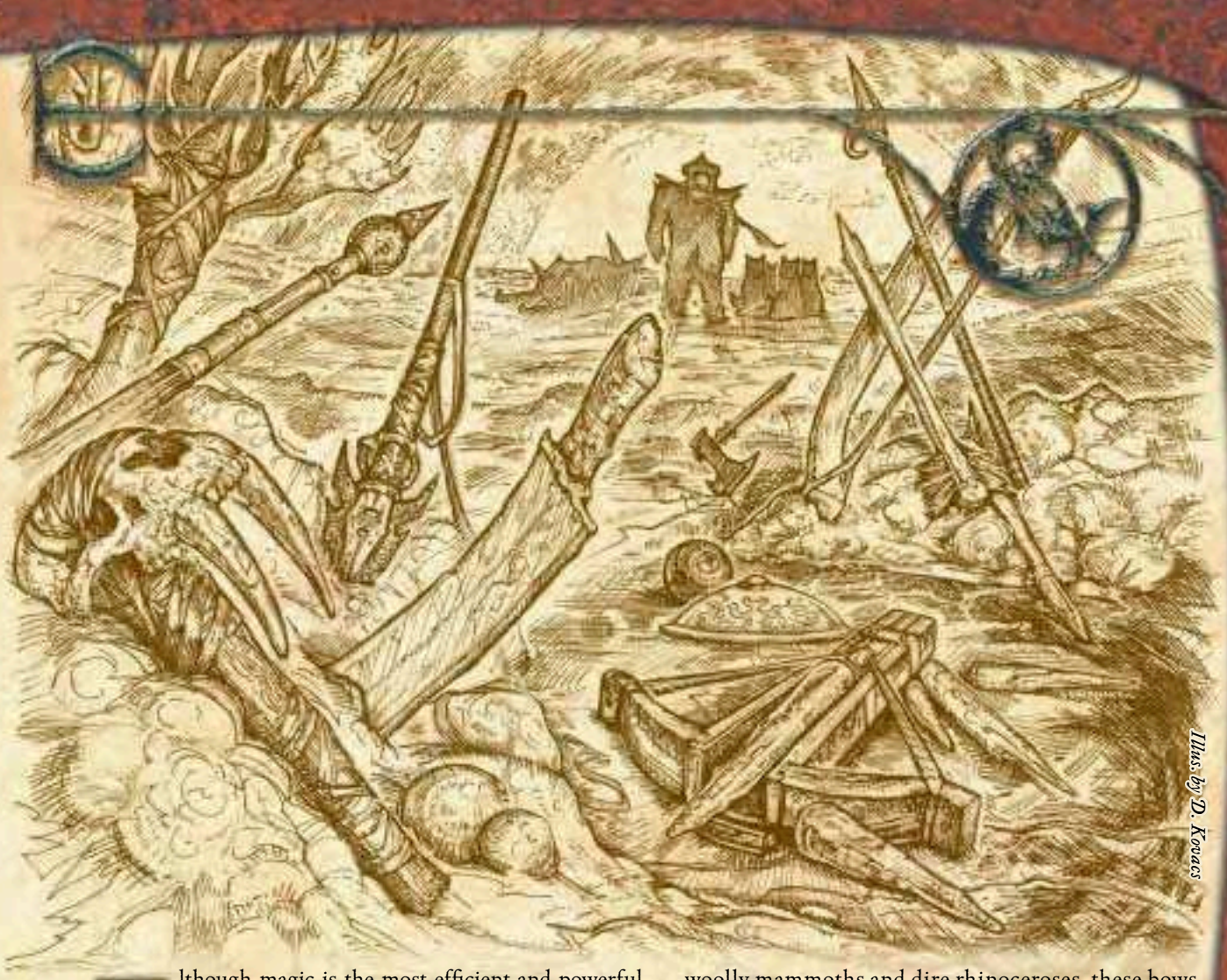
Typical Cleric Spells Prepared (caster level 17th): 0—*cure minor wounds*, *detect magic* (3), *read magic*, *resistance*; 1st—*cause fear*[D] (DC 18), *cure light wounds*, *divine favor* (2), *fortify cold creatures**, *shield of faith* (2), *lesser shivering touch** (+12 melee touch); 2nd—*blood snow** (DC 19), *bull's strength*, *cure moderate wounds*, *death knell*[D] (DC 19), *frost weapon**, *lesser restoration*, *resist energy*, *silence*; 3rd—*animate dead*[D], *bestow curse* (+12 melee touch; DC 20), *control snow and ice**, *cure serious wounds* (2), *defile snow and ice**, *dispel magic* (2); 4th—*cure critical wounds*, *death ward*[D], *divine power*, *freeze armor* (DC 21), *frostburn* (DC 21), *restoration*, *winter's embrace** (DC 21); 5th—*frostbite** (DC 23), *hibernal healing**, *hibernate** (DC 22), *righteous might*, *slay living*[D] (+12 melee touch; DC 22), *spell resistance*; 6th—*blade barrier*[D] (DC 23), *greater dispel magic*, *harm* (2) (DC 24), *mass frostburn** (DC 23), *summon monster VI*; 7th— *greater aura of cold**, *blasphemy* (DC 24), *control weather*, *destruction*[D] (DC 24), *summon monster VII*; 8th—*power word stun*[D] (DC 25), *summon monster VIII*, *unholy aura*; 9th—*summon monster IX*, *wail of the banshee*[D] (DC 26).

*New spell described in Chapter 5.

D: Domain spell. Domains: Death (death touch 1/day, damage 7d6) and War (proficiency and Weapon Focus with scythe).

*Possessions: +3 full plate, +2 unholy scythe, periapt of Wisdom +6, minor iceheart**.

*New item described in Chapter 5.



Illus. by D. Kovacs

Although magic is the most efficient and powerful force available to help the denizens of the frostfell adapt and thrive in this harsh environment, it remains an elusive factor, available only to those fortunate enough to understand its use, or those rich enough to be able to buy what magic they may need. For the rest of the inhabitants of the frostfell (the majority of them, in fact), mundane items must fill this role. As a result, your equipment can make the difference between life and death. In frontier towns, such items aren't as necessary, but to the explorer, settler, and native denizen, frostfell equipment is incredibly important.

WEAPONS

The following weapons are all designed for and often used by the people of the frostfell. Despite this, they usually work just as well in other environments. All the weapons on Table 4–1 have special rules; read the description of the weapon that follows for details.

WEAPON DESCRIPTIONS

The weapons found on Table 4–1: Frostfell Weapons are described below.

Bone Bow: This powerful and oversized bow is designed to fire exceptionally large arrows specially made for it. Made of the bones and sinews of huge animals such as woolly mammoths and dire rhinoceroses, these bows were designed by primitive cultures expressly for the hunting of huge creatures that require a lot of damage to take down. A bone bow functions as a composite longbow with regard to applying the user's Strength bonus to damage done with arrows shot from it. The bow has a long, thick spike protruding from both ends; this spike is used to brace against a solid object (either the ground or an overhanging protrusion or ceiling) to aid in pulling the bow's string. A character may use a bone bow as a martial weapon, but doing so imparts a –4 penalty on attack rolls, and firing an arrow from the bow requires a full-round action.

For purposes of feats such as Weapon Focus and Weapon Specialization, a bone bow is treated as if it were a longbow; thus if you have Weapon Focus (longbow), that feat applies to bone bows as well.

Glot: The glot is a specially balanced sphere of metal designed to be thrown low to the ground. It then skips and bounces across the ground with little reduction in velocity to strike its target. If the ground between you and your target is solid, flat, and relatively free of obstructions, the glot's range increment increases to 20 feet. If the ground is also icy, the glot skips even more readily over the frozen ground and its range increment increases

Table 4–1: Frostfell Weapons

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight[1]	Type[2]
One-Handed Weapons							
Ice axe	10 gp	1d4	1d6	×4	—	5 lb.	Piercing or slashing
Iuak	12 gp	1d4	1d6	19–20/×2	—	4 lb.	Slashing
Tigerskull club	15 gp	1d6	1d8	×4	—	8 lb.	Bludgeoning and piercing
Two-Handed Weapons							
Goad	8 gp	1d6	2d4	×2	—	10 lb.	Bludgeoning or piercing
Ritiik	5 gp	1d6	1d8	×3	—	6 lb.	Piercing
Sugliin	35 gp	2d6	2d8	×2	—	20 lb.	Piercing and slashing
Ranged Weapons							
Bone bow	250 gp	1d8	1d10	×3	120 ft.	4 lb.	Piercing
Glot	1 gp	1d3	1d4	18–20/×2	10 ft.[3]	1 lb.	Bludgeoning
Harpoon	15 gp	1d8	1d10	×2	30 ft.	10 lb.	Piercing
Icechucker	150 gp	1d10	1d12	×3	30 ft.	12 lb.	Piercing
Razor skipdisk	15 gp	1d4	1d6	18–20/×2	10 ft.[3]	2 lb.	Slashing

1 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.
2 When two types are given, the weapon is both types if the entry specifies "and," or either type (player's choice at time of attack) if the entry specifies "or."
3 This weapon's range increment increases to 20 feet over smooth solid ground, and to 30 feet over smooth ice.

to 30 feet. If you use a glot to attack an airborne target, its range increment is always 10 feet.

You can make ranged trip attacks with a thrown glot.

Goad: A goad is a long, thin wooden pole mounted with a heavy stone or metal weight and a large spike at one end. Primarily intended as a tool to direct the movement of large animals, a goad makes an excellent weapon in a pinch. When you attack with a goad, you must decide if you are attacking with the spike to deal piercing damage or the weight to deal bludgeoning damage. The flexibility of the goad's shaft absorbs much of the force behind blows made with the bludgeoning head, and all bludgeoning damage dealt by a goad is nonlethal as a result. Piercing damage remains lethal.

If you are proficient with its use, the goad grants a +2 circumstance bonus on all Handle Animal checks made against animals of Huge size or larger.

Harpoon: The harpoon is a broad-bladed spear forged with barbs. The shaft of the harpoon has a trailing rope attached to control harpooned opponents. Though designed for hunting whales and other large sea creatures, the harpoon can be used on dry land.

If it deals damage, the harpoon lodges in an opponent who fails a Reflex saving throw (DC 10 + the damage dealt). A harpooned creature moves at only half speed and cannot charge or run. If you control the trailing rope by succeeding on an opposed Strength check while holding it, the harpooned creature can move only within the limits that the rope allows (the trailing rope is 30 feet long). If the harpooned creature attempts to cast a spell, it must succeed on a DC 15 Concentration check or lose the spell.

The harpooned creature can pull the harpoon from its wound if it has two free hands and takes a full-round action to do so, but it deals damage to itself equal to the initial damage the harpoon dealt. A character who succeeds on a DC 15 Heal check can remove a harpoon without further damage.

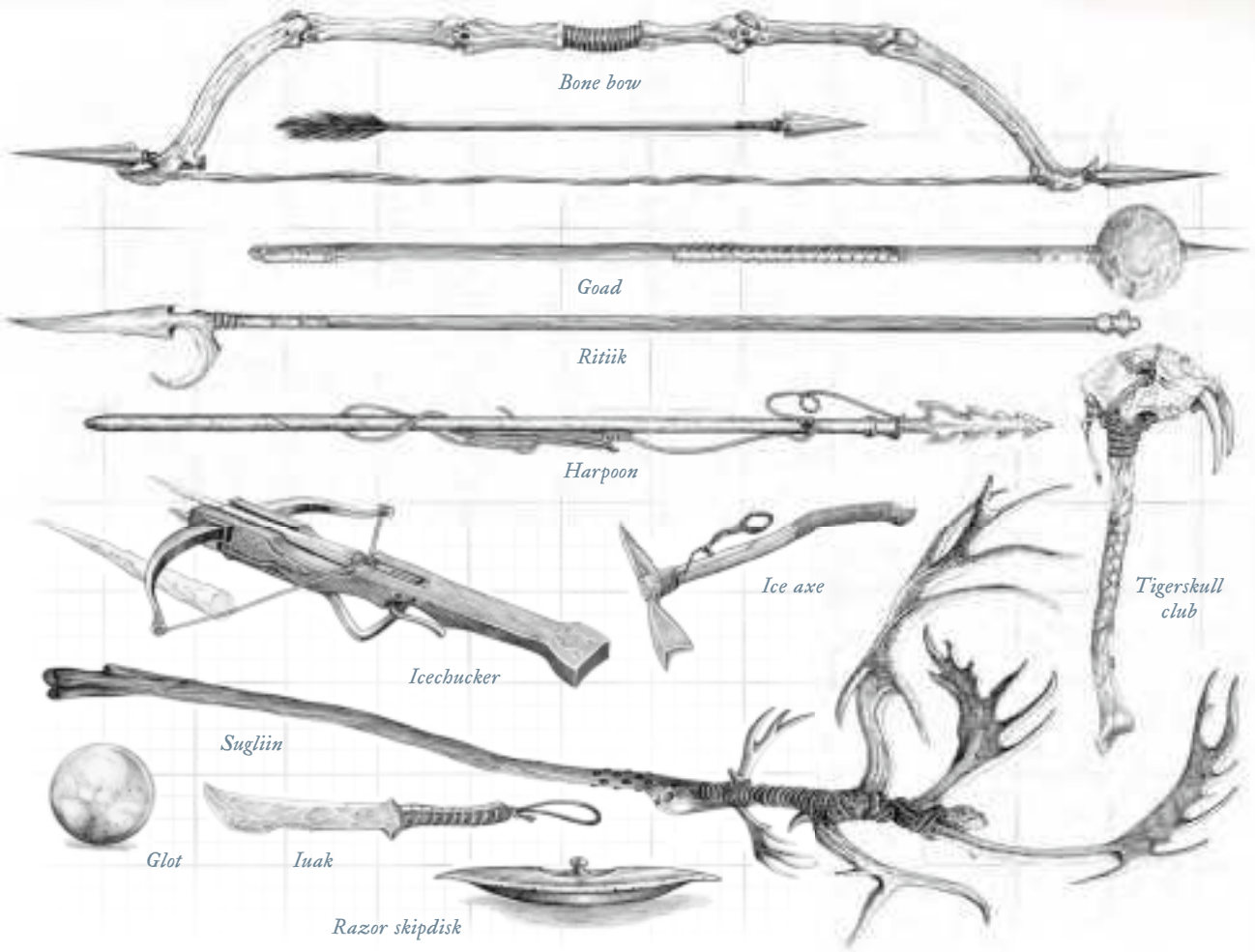
Ice Axe: More tool than weapon, the ice axe has a sharp metal head that is perpendicular to the shaft and has a spiked handle. It grants a +1 circumstance bonus on Climb checks in mountainous and/or icy terrain, even if you do not possess the Exotic Weapon Proficiency (ice axe) feat. If you do possess this feat, the bonus increases to a +4 circumstance

PRIMITIVE EXOTIC WEAPONS

Many indigenous people of the frostfell manufacture primitive weapons from bone, wood, sinew, and stone. These weapons, while crude by the standards set by forged weapons, are nonetheless quite effective in skilled hands. Although many of these primitive weapons are categorized as exotic weapons, they can be used as martial weapons by those not trained in their use as exotic weapons. If a primitive exotic weapon is used as a martial weapon, the user cannot make use of any of that weapon's special qualities (such as the iuak's ability to damage objects, or the tigerskull club's ability to disarm and trip). More importantly, primitive weapons are not as sturdy as more modern weapons. When used by someone not trained in how to properly use and care for them, primitive weapons tend to break. Every time a character using a primitive exotic weapon as a martial weapon deals damage over the weapon's normal maximum according to its damage die (such as might result from a high Strength score, using the Power Attack feat, or making a critical hit), the character must make a Reflex save (DC 10 + the damage dealt by the attack) or the weapon breaks and becomes useless. A character with the proper Exotic Weapon Proficiency feat doesn't need to worry about breakage.

Primitive exotic weapons introduced in this book that use these rules include goads, harpoons, iuaks, ritiiks, sugliins, and tigerskull clubs.

Other simple and martial weapons found in the *Player's Handbook,* while technically classified as primitive weapons, do not suffer this chance of breakage. They are always used as simple or martial weapons, since they are sturdy enough to take abuse even in the hands of the least competent warrior. These weapons include clubs, darts, greatclubs, javelins, longbows, longspears, quarterstaffs, shortbows, shortspears, slings, and spears.



Illus. by D. Griffith

bonus. An ice axe may be used as a martial weapon, but takes a –2 penalty on attack rolls in this case.

Icechucker: The icechucker appears to be a large crossbow at a casual glance, larger even than a heavy crossbow. Its launching mechanism is designed to fire large shards of ice (usually icicles) rather than regular crossbow bolts. You draw an icechucker back by pulling on a thick lever on the underside of the weapon. Loading an icechucker is a full-round action that provokes attacks of opportunity.

If icicles aren't handy to load into an icechucker, it can also be used to fire a javelin, dealing the same damage.

Iuak: An iuak is a heavily weighted machete-shaped blade, usually made of bone or stone. While it makes an excellent weapon, its primary purpose is to cut through and destroy ice and other hard materials. If used against an object, an iuak ignores the first 3 points of hardness possessed by the object.

Razor Skipdisk: A razor skipdisk is a flat, circular disk of metal with a razor-sharp rim. One surface of the razor skipdisk is slightly convex and smooth, while the other is concave with a small knob protruding from the center. You attack with a razor skipdisk by gripping the knob and then hurling it so the convex surface skips and slides across the ground toward its target. If the ground between you and your target is solid, flat, and relatively free of obstructions, the razor skipdisk's range increment increases to 20 feet. If the ground is also icy, the razor skipdisk skips even more readily over the frozen ground and its range increment increases to 30 feet. If you use a razor skipdisk to attack an airborne target, its range increment is always 10 feet.

Ritiik: A ritiik is a spearlike weapon with an additional hooklike blade protruding from the base of the spear head. When you successfully hit a target with a ritiik, you can twist the weapon and hook this blade into the target's flesh if the target fails a Reflex saving throw (DC 10 + the damage dealt). If you hook the target, you can immediately make a trip attack against the target. If you fail, you can let go of the ritiik to avoid the retaliatory trip attack.

The damaged creature can pull the ritiik from its wound if it has two free hands and takes a full-round action to do so, but it deals damage to itself equal to the initial damage the ritiik dealt. A character who succeeds on a DC 15 Heal check can remove a ritiik without further damage.

Sugliin: The infamous sugliin was created by primitive tribes more to strike terror into the hearts of their enemies rather than to be an effective weapon. This massive polearm consists of several sets of sharpened caribou and/or megaloceros antlers affixed to a long wooden shaft. You attack with the sugliin as if it were a massive axe or scythe, slashing and chopping at the targets with great arcs. This weapon is so unwieldy and heavy that making a single attack with it is a full-round action. Sugliins are favored weapons for low-level characters who want to deal huge amounts of damage and

lack the skill to make additional attacks; higher-level characters only rarely use sugliins due to their awkwardness. The Sugliin Mastery feat (see page 50) allows a character to make attacks with this massive weapon normally.

A sugliin has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

Tigerskull Club: The smilodon's skull is remarkably sturdy; it would have to be, to absorb the impacts of its terrible bite. Many primitive tribes have capitalized on this fact of nature and use smilodon skulls to fashion tigerskull clubs. A tigerskull club consists of a smilodon's skull (sans lower jaw) lashed to a short length of wood. The twin sabers of the skull's upper jaw then function as a highly effective picklike weapon.

Disarm and trip attacks made with a tigerskull club gain a +2 circumstance bonus. If you fail to trip your opponent, you may choose to drop your tigerskull club to avoid the retaliatory trip attack.

GEAR

Weapons aren't the only objects that the people of the frostfell have developed to aid their lives. Industrious settlers have invented numerous specialized items over the years, most of which are now fairly commonplace in the frostfell. These items are detailed here.

Table 4–2: Frostfell Gear

Adventuring Gear	Cost	Weight
Crampons	5 gp	1 lb.
Fur clothing	8 gp	10 lb.
Hut, portable	125 gp	75 lb.
Skates	10 gp	3 lb.
Skis and poles	15 gp	6 lb.
Snow goggles	2 gp	—
Snowshoes	15 gp	8 lb.
Winter fullcloth	4 gp	2 lb.

GEAR DESCRIPTIONS

The items found on Table 4–2: Frostfell Gear are described below.

Crampons: Crampons consist of a set of metal spikes and hooks that lash on to boots and gauntlets to assist in climbing or walking across icy surfaces. While you wear crampons, you gain a +2 circumstance bonus on any Balance checks made to avoid slipping on an icy surface, and a +2 circumstance bonus on Climb checks.

Crampons impose a –10 ft. penalty to speed when not walking on snow or ice.

Fur Clothing: Fur clothing consists of thick layers of animal furs designed to be worn over a regular set of clothing or armor. Wearing fur clothing grants a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather. Fur clothing can be worn over a cold weather outfit; in this case the circumstance bonuses granted by each item stack, granting a total +10 circumstance bonus on Fortitude saving throws against exposure to cold weather.

Fur clothing is cumbersome to wear. Although the furs do not provide an appreciable armor bonus, they do increase your total armor check penalty for any armor worn by 2 points.

Hut, Portable: A portable hut consists of a wooden framework that can be quickly assembled into a hut-shaped frame that covers a 10-foot square. The frame's base consists of several iron spikes that can be driven through holes in the frame to affix the hut frame to the ground; further stability is granted by several rope supports that extend out 15 feet from the hut's edge. Once the frame is in place, you simply attach the leather and fur wrappings over the outside of the wall and lash them directly to the frame to finish building the hut. A portable hut provides excellent shelter in the wilderness; assembling or disassembling a portable hut only takes 15 minutes of work. A portable hut serves as an improvised shelter (see page 10).

Skates: Skates allow full movement across icy surfaces for anyone with at least 5 ranks of Balance, but cannot be used at all on any other terrain.

Skis and Poles: Skis allow full movement across snow and icy surfaces but cannot be used at all on any other terrain. Downhill speed can be as a run (×4) on slight grades or as a run (×5) on severe grades. It takes a full-round action to don or to remove skis.

Snow Goggles: These wooden goggles have a thin horizontal slit in the middle. They grant a +2 circumstance bonus on saving throws to resist blinding effects, including snow blindness, extremely bright light, or spells that target vision indirectly (such as *sunburst* but not *blindness*). While wearing snow goggles, you incur a –4 circumstance penalty on Spot and Search checks.

Snowshoes: These allow the wearer to move across snow and ice with increased speed. Snow of any depth is considered a minor impediment (see page 12). Snowshoes take 1 minute to don and a full-round action to remove.

Winter Fullcloth: This is a heavily quilted undergarment that is worn underneath regular clothing to protect the wearer against cold.

Winter fullcloth is considered part of the cold weather outfit described in the *Player's Handbook*. If worn by itself, it grants a +1 circumstance bonus on Fortitude saving throws against exposure to cold weather.

Table 4–3: Frostfell Alchemical Items

Alchemical Items	Craft DC	Cost	Weight
Armor insulation (flask)	25	50 gp	2 lb.
Freeze powder (vial)	25	100 gp	1 lb.
Frostbite salve (jar)	20	50 gp	1 lb.
Ice chalk	15	20 gp	—
Melt powder (vial)	20	25 gp	1 lb.
Polar skin (flask)	25	25 gp	1 lb.
Razor ice powder (vial)	25	50 gp	1 lb.
Whale grease (flask)	25	75 gp	2 lb.

ALCHEMICAL ITEM DESCRIPTIONS

The items found on Table 4–3: Frostfell Alchemical Items are described below.

Armor Insulation: This thick red syrupy mixture is applied with a brush to the inner surface of a suit of armor. When the mixture comes in contact with body heat and sweat, it puffs up to trap body heat, insulating the wearer against the effects of cold. For 24 hours after application, the

wearer of a suit of armor treated with armor insulation gains a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather.

Freeze Powder: Freeze powder looks like salt but is much finer to touch. One vial of freeze powder sprinkled into any liquid is enough to instantly freeze solid 1 cubic foot of liquid. If introduced into a larger body of water or liquid, the powder freezes into a 1-foot diameter ball of ice. Sprinkled on a wet floor, a vial of freeze powder can coat a 10-foot-square area with ice. Freeze powder is dangerous to eat; anyone foolish enough to swallow a vial of freeze powder takes 2d6 points of cold damage as the powder freeze-burns his mouth and throat. A successful DC 15 Fortitude saving throw halves the damage.

Frostbite Salve: This pale yellow cream provides instant relief from frostbite damage. It does not cure frostburn damage (see page 17), but temporarily suppresses up to 2 points of ability score damage caused by frostbite. The salve's effectiveness lasts for just one hour, after which point the ability score damage suppressed by the salve returns.

Ice Chalk: Ice chalk comes in a variety of colors. These waxy sticks can be used to make temporary marks on any icy surface, similar to how chalk can be used to mark slate or stone.

Melt Powder: Utilizing some of the same principles as freeze powder, melt powder causes ice it is sprinkled upon to instantly melt. One vial of melt powder is enough to melt 1 cubic foot of ice. Sprinkled on an icy surface of up to 10 square feet, a vial of melt powder makes a 1-inch-deep pool of water that quickly refreezes. Melt powder is bitter tasting, but only harmful to creatures with the cold subtype if it is eaten. Such creatures take 2d6 points of acid damage as the powder desiccates and dissolves their tissues; a successful DC 15 Fortitude save halves the damage.

Polar Skin: This dull white cream provides limited protection against cold-based damage. Polar skin becomes ineffective once it has absorbed 5 points of cold damage. Regardless of whether it absorbs any damage, polar skin loses its effectiveness 1 hour after application. Polar skin does not stack with magical protection from cold. Magical effects such as *resist energy* supersede the protection provided by polar skin. Applying polar skin takes 1 minute.

Razor Ice Powder: This granular white powder can be sprinkled over any icy surface; one vial is enough to coat one 5-foot square. The area coated immediately grows hundreds of tiny razor-sharp crystals of ice; these crystals function as if the area had been covered with razor ice (see page 16). Razor ice is difficult to see; a successful DC 20 Survival check reveals the danger, otherwise, a victim won't realize the true nature of the painful ice until she treads upon it. A creature with the cold subtype can use a standard action to sprinkle a vial of razor ice powder on any single natural weapon it possesses; it grants a +1 enhancement bonus on slashing damage for that natural attack for one hour.

Whale Grease: Whale grease is a thick clear grease fashioned from a combination of melted whale blubber and various powdered minerals and waxy plants. This foul-smelling stuff must be applied directly to the skin (taking 1 minute to do so) to be effective; once applied, the grease insulates the user from hypothermia, providing complete protection from hypothermia effects for as long as it lasts. Whale grease loses its effectiveness 1 hour after application. It is not water soluble, but can be quickly removed with alcohol. While worn, the pungent odor the grease gives off allows creatures with the scent ability to detect you at double normal range.

EFFECTS OF COLD ON EQUIPMENT

Although constant exposure to cold weather can damage many types of equipment, for the most part you should assume that player characters take at least some precautions to maintain and protect their gear from cold weather as they see fit. Nevertheless, certain items and pieces of equipment can be impacted by extreme cold, as detailed below.

Metal: Extreme cold can make metal objects fragile. If an unattended metal object is exposed to cold in excess of –20° F for more than 1 hour, the break DC of the object takes a –2 penalty until the object is warmed. Creatures who touch metal that is chilled to this extent take 1 point of cold damage per round of normal contact, or 1d4 points of damage per round of full bodily contact (such as in the case of wearing a suit of metal armor). If the temperature drops below –60° F, this break DC penalty increases to –5; creatures who touch metal chilled to this extent take 2 points of cold damage per round of normal contact, or 2d4 points of damage per round of full bodily contact. If chilled metal is suddenly exposed to direct flame or another source of powerful heat, the object must immediately make a DC 15 Fortitude save or shatter.

Undead Flesh: Corporeal undead creatures that are immune to cold can function with ease in environments that normally cause lethal damage (–20° F or lower). An undead creature exposed to such conditions for at least a day becomes frozen; this reduces the creature's land speed by 10 feet and imposes a –4 penalty to its Dexterity, but increases its natural armor bonus by +5 (for a net increase to its actual Armor Class of +3). Undead with the cold subtype are considered to be frozen already and do not gain this benefit.

Liquids: Any liquid exposed to freezing temperatures freezes after 1 hour of continued exposure. Frozen liquid must be thawed before it can be used; one serving of frozen liquid can be thawed by a single torch's flame in 10 minutes. The *thaw* spell can do the same in the matter of an instant. Water freezes at 32° F, but most potions are made of hardier stuff and freeze at temperatures of 20° F or lower. Oils are even more difficult to freeze, and only do so at temperatures of –20° F or lower. A frozen potion's or oil's magical qualities are unharmed by freezing, although the liquid must be thawed before it can be used.

Scrolls: A scroll (or any parchment, for that matter) allowed to remain in freezing temperatures unattended becomes brittle after a day of exposure. Reading or using a frozen scroll without taking the time to thaw it (typically requiring 10 minutes) requires the user to make a DC 15 Reflex save to avoid ruining the scroll. It is possible to use the skins of creatures with the cold subtype to create scrolls; these scrolls do not become brittle when exposed to cold.

NEW EXOTIC MATERIALS

Craftsmen of the frostfell value several exotic materials as much as any precious metal. New materials with which to construct armor and weapons, as well as other items, are described below.

Blue Ice: Found only in the depths of the most ancient glaciers, veins of blue ice are often sought out by glacier dwarves. It appears as dark blue, opaque ice that sparkles in light as if it were coated with a tiny film of gemstones; this is merely a thin layer of frost that forms over its surface when exposed to air. The material is cold and feels identical to regular ice upon casual observation, but blue ice only melts under intense and direct application of heat, similar to iron. Those who mine this material from the ancient glaciers often do so simply by melting away the surrounding ice; this is a dangerous procedure, though, since it can rapidly destabilize the surrounding ice. As a result, only the most gifted miners attempt to mine blue ice.

Blue ice can be forged, shaped, and utilized as if it were iron. Blue ice is much lighter than iron, and when forged into a slashing weapon it keeps its edge much longer and is much sharper than an equally forged iron weapon. Slashing weapons made of blue ice have a +1 enhancement bonus on damage. Bludgeoning or piercing weapons can be made of blue ice, but they gain no bonuses to damage. All weapons made of blue ice weigh half as much as normal.

Blue ice isn't just useful to make slashing weapons, though; it can be used to build anything that is normally built of iron. Many dwarven fortresses in the frostfell make heavy use of blue ice for metal components such as nails, tools, door hinges, utensils, and pretty much anything else they can think of; blue ice goblets and mugs are especially popular for export to warmer climates since they keep their contents chilled. A room lined with sheets of blue ice remains at a constant temperature of about freezing, making for an effective way to create refrigerated chambers for food storage. Items made out of blue ice weigh half as much as normal.

Blue ice armor is much lighter than normal armor, although it can be uncomfortable to wear for creatures not immune or resistant to cold. Only armor normally fashioned of metal can be made from blue ice. Most blue ice armors are one category lighter than normal for purposes of movement and other limitations, so that medium armor counts as light armor, and heavy armor counts as medium armor. Light armor remains light armor. Spell failure chances for arcane spells remains unchanged, with the exception of spells with the cold descriptor, which can be cast while wearing blue ice armor with no chance of spell failure. Maximum Dexterity bonus is increased by 1, and armor check penalties are lessened by 2. If the creature wearing the armor is not resistant or immune to cold, he takes a –1 penalty on Reflex saving throws and initiative checks from the general numbness caused by the armor. The Cold Endurance feat is enough to prevent this effect.

Blue ice has 20 hit points per inch of thickness and hardness 10.

Type of Blue Ice Item	Item Cost Modifier
Light armor	+750 gp
Medium armor	+3,000 gp
Heavy armor	+7,000 gp
Shield	+750 gp
Slashing weapon	+500 gp
Other items	+400 gp/lb.

Rimefire Ice: This form of ice is found only in icebergs inhabited by rimefire eidolons. These icebergs are approximately 95% normal ice, but the remaining 5% consists of veins of pale blue ice that glows softly, providing illumination equal to that of a torch. Rimefire ice is especially cold to the touch, and any creature that comes in contact with it takes 1 point of cold damage per round of contact. Any amount of resistance or immunity to cold or the Mark of Hleid feat provides complete protection from this cold damage.

The most unusual aspect of rimefire ice is that it is approximately as flammable as wood; it does not melt when heat is applied to it. Burning rimefire ice does not deal fire damage, though, even if it is ignited by an open flame. Rather, burning rimefire ice deals cold damage on anything unfortunate enough to get too close.

Rimefire ice could make an interesting material to forge weapons out of; rimefire ice has about the same amount of resilience and strength as wood. It cannot be used to make any appreciable armor, but it can be used to create any weapon that is normally made out of wood (or nearly completely of wood, as in the case of a spear or javelin). Rimefire ice weapons glow with blue

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Blue ice axe, blue ice breastplate

light, providing illumination to a 20-foot radius. They also deal +1 point of cold damage on each successful hit.

Since rimefire is workable as wood, it can be used to build any object that can normally be made of wood. Rimefire ice objects glow blue, provide illumination as a torch, and retain their ability to cause 1 point of cold damage per round of contact to anything touching it.

Rimefire ice brought into warmer climates does not melt into water; it melts into thick white clouds of water vapor with great rapidity. Each minute a piece of rimefire ice is exposed to temperatures above 40° F, it takes 1d6 points of damage (this damage overcomes the ice's hardness and is not halved, as is most energy damage applied to objects). For each additional 10 degrees hotter than this, the ice takes an additional 1d6 points of damage per round.

Rimefire ice has 5 hit points per inch of thickness and hardness 3.

Type of Rimefire Ice Item	Item Cost Modifier
Weapon	+750 gp
Other objects	+500 gp/lb.

Stygian Ice: This extraplanar ice comes from Stygia, the fifth layer of Hell. Infused with the soulless evil of that realm, along with the magical waters of the river Styx, stygian ice is black and constantly crawls with a thin layer of pale blue mist. Stygian ice is much colder than normal ice, and it melts slowly in nonfreezing environs. The coldness that this ice exudes is magical in nature, and freezes the mind much more rapidly than flesh.

Stygian ice deals 1d6 points of cold damage per round of contact. Worse, if a creature takes damage from this supernatural cold, it must make a DC 12 Will saving throw or take 2 points of Wisdom damage as its memories are slowly frozen. If a creature's Wisdom is reduced to 0, further contact causes Constitution damage. A creature whose Constitution is reduced to 0 by Stygian ice rises as a wraith in 2d4 rounds.

Stygian ice is not much harder than normal ice, so it doesn't make effective armor. Weapons made of Stygian ice are somewhat fragile, and each time they deal damage the wielder must make a DC 15 Reflex save to avoid dealing the same amount of damage on the weapon itself. Stygian ice weapons deal 1d6 points of additional cold damage on a hit; if the creature hit takes cold damage, it must make a DC 12 Will saving throw or take 2 points of Wisdom damage (or Constitution damage, if Wisdom is at 0). This damage applies to the wielder of the weapon as well; a character who wishes to wield a weapon made of Stygian ice is advised to seek out protection from cold damage.

Stygian ice has 5 hit points per inch of thickness and hardness 3. Magical fire damage is not halved when applied to stygian ice. An object made of Stygian ice takes 1 point of damage per hour it exists in an environment above 40° F; this damage overcomes the ice's hardness. As it melts, the ice gives off foul vapors that nauseate anyone within 5 feet who fails a DC 12 Fortitude saving throw.

Type of Stygian Ice Item	Item Cost Modifier
Weapon	+6,000 gp
Other objects	+2,000 gp/lb.

FROSTFELL VEHICLES

Those wishing to cross large expanses of frostfell often find the use of a vehicle greatly advantageous in reducing time and exposure to the elements. The *Arms and Equipment Guide* provides information on vehicles, vehicle movement, and vehicle combat. Included in this book are frostfell terrain considerations, as well as additional magical augmentations and vehicles designed for frostfell environments.

MAGICAL AUGMENTATIONS

Vehicles can be enhanced with magic items to enhance their performance on air, land, or water.

Coldfire Keel: This item, often forged on the Elemental Planes, enables any vehicle to move across coldfire as if it were on its normal terrain (water, land, or air). The vessel's speed is unaffected, but rough terrain or conditions slow the vehicle just as it would a land vehicle.

Strong universal; CL 17th; Craft Wondrous Item, *wish*; Price 200,000 gp; Weight 1,000 lb.

Coldfire Engine: This item, typically constructed on the Elemental Planes, propels any vehicle at a speed of 80 feet.

Strong universal; CL 17th; Craft Wondrous Item, *animate objects*, *wish*; Price 200,000 gp; Weight 1,000 lb.

Ice Keel: This item, often forged on the Elemental Planes, enables a water or land vehicle to move across ice as if it were on water or land, respectively. The vessel's speed is unaffected, but rough terrain slows the vehicle just as it would an ice vehicle.

Strong transmutation; CL 17th; Craft Wondrous Item, *thaw*, *wish*; Price 150,000 gp; Weight 1,000 lb.

Runners of Speed: These runners increase the speed of vehicles that travel through snow or ice by 20 feet.

Strong transmutation; CL 17th; Craft Wondrous Item, *haste*, *wish*; Price 100,000 gp; Weight 1,000 lb.

VEHICLES

From the mundane sled to the awe-inspiring skyberg, travelers in the frostfell have many options when it comes to traversing the vast frozen lands.

Sled: Large vehicle; Handle Animal +2; Spd drawn (clumsy); Overall hp 40 (hardness 5); Overall AC 4; Ram 3d6; Face 15 ft. by 5 ft.; Height 5 ft.; Crew 1; Weight 300 lb., Cargo 1 ton; Cost 20 gp.

Drawn across ice or snow, the sled is an almost entirely exposed structure. Eight riding dogs can pull the sled over ice or packed snow at a speed of 40 feet, even if it's fully loaded. Untracked snow slows the speed by one-half, and deep snow cuts it to one-quarter.

Worg Warsled: Huge vehicle; Handle Animal +2; Spd drawn (poor); Overall hp 100 (hardness 7); Overall AC 3; Ram 6d6; Face 15 ft. by 10 ft.; Height 5 ft.; Crew 1 (plus 3 passengers); Weight 900 lb.; Cargo 700 lb.; Cost 400 gp.

Goblins in snowy climes use their worg allies to pull massive sleds covered with makeshift armor and spikes. The driver and passengers aboard such a warsled gain cover behind a 2-inch barrier of steel and wood (hp 20, hardness 7). Two worgs abreast pull the sled at a speed of 35 feet.

Ice Sled-Wagon: Huge vehicle; Handle Animal –2; Spd drawn (poor); Overall hp 60 (hardness 5); Overall AC 3; Ram 4d6; Face 15 ft. by 10 ft.; Height 5 ft.; Crew 1; Weight 400 lb., Cargo 2 tons; Cost 35 gp.

A wagon is open-topped, so the driver and any passengers gain no cover. The most common dray creatures for the wagon are two heavy horses, which are strong enough to pull a fully loaded wagon at a speed of 35 feet. However, in frostfell regions, wagons may also be drawn by a single woolly mammoth or four saber-toothed tigers at a speed of 40 feet.

An ice sled-wagon can also be equipped with a heavy catapult (adding 2 tons to the wagon's weight and eliminating the cargo capacity) or a light catapult (adding 1 ton to weight, leaving 1 ton of cargo space for ammunition).

Sailing Ice Ship: Colossal vehicle; Profession (sailor) +4; Spd ice wind × 30 ft. (average), snow wind × 20 ft. (poor); Overall AC –3; Section hp 50 (hardness 5); Section AC 3; Rigging 80 hp (hardness 0), AC 1; Ram 12d6; Face 80 ft. by 20 ft.; Height 10 ft. (draft 10 ft.); Crew 20; Cargo 150 tons (Spd wind × 15 ft. if 75 tons or more); Cost 10,000 gp.

A sailing ice ship has runners that allow it to travel across fields of snow as well as sheets of ice. The deck has enough room for two light catapults or ballistae. The ship can be converted from ice to water travel or vice versa with four hours of work by a full crew.

Sailing Ice Warship: Colossal vehicle; Profession (pilot) +2; Spd ice wind × 15 ft. (average), snow wind × 20 ft. (poor); Overall AC –3; Section hp 100 (hardness 5); Section AC 3; Rigging 80 hp (hardness 0), AC 1; Ram 15d6; Face 100 ft. by 20 ft.; Height 20 ft. (draft 15 ft.); SA Ramming prow; Crew 260 (80 rowers, 160 marines); Cargo 5 tons; Cost 25,000 gp.

Used by the military forces of snow kingdoms or by glacial barbarian raiders, a sailing ice warship can bring devastation and death to vast expanses of ice and snow. An ice warship can accommodate two heavy catapults or four light catapults or ballistae. The ship can be converted from ice to water travel or vice versa with four hours of work by a full crew.

Iceberg: Colossal vehicle; Profession (sailor) –20; Spd 5 ft. (nautical clumsy); Overall hp 900 (hardness 8); Overall AC –6; Section hp 50 (hardness 8); Section AC 3; Ram 20d6+1d6 cold; Space 100 ft.; Height 200 ft.; Cargo 1,000 tons; Cost —.

An iceberg is a massive chuck of freshwater ice that has broken free of a glacier and fallen into the sea. These towering behemoths reach as high as 200 feet or more in height above the waterline (with usually another 800 feet or more hidden below the surface). An iceberg moves with the current and is impossible to control without some sort of sail, engine, or other force. For the specific terrain features of an iceberg, see Iceberg Terrain, page 25.

Skyberg: Colossal vehicle; Profession (pilot) –20; Spd fly wind × 20 ft. (clumsy); Overall hp 900 (hardness 8); Overall AC –6; Section hp 50 (hardness 8); Section AC 3; Ram 20d6+1d6 cold; Space 100 ft.; Height 200 ft.; Cargo 1,000 tons; Cost —.

A skyberg resembles an iceberg in every way, except that it drifts along on wind currents rather than water currents. Skybergs reach 1,000 or more feet in height. For the specific terrain features of a skyberg, see Skyberg Terrain, page 26.

Coldfire Ship: Colossal vehicle; Profession (sailor) +4; Spd ice 80 ft. (good); Overall AC –3; Section hp 50 (hardness 5); Section AC 3; Ram 12d6; Space 80 ft.; Height 20 ft.; Crew 10; Cargo 200 tons; Cost 500,000 gp.

This magic ship has an *ice keel* and a *coldfire engine*, enabling it to move through ice at a speed of 80 feet. *Planar sails* stored belowdecks allow the ship to travel to the Elemental Planes or other frigid plane or layer where ice dominates the landscape (for more information on *planar sails*, see Chapter 3: Vehicles in the *Arms and Equipment Guide*). The ship has two ballistae mounted on rotating platforms, each of which can fire one 5d6 *lightning bolt* per round.

VEHICLES IN FROSTFELL TERRAIN

Although air vehicles are unaffected by frostfell terrain, land and sea vehicles can be severely handicapped by fields of snow and sheets of ice.

Snow: Wheeled land vehicles become slowed by fields of snow. See the table below for speed penalties incurred when traveling through snowy areas. The "small" category includes Small and smaller vehicles, while the "large" category includes Large and larger vehicles. Water vehicles cannot travel through snow and air vehicles are not impeded.

Ice: Like snow, ice creates difficulty for wheeled land vehicles, causing them to become less easily controlled. Vehicle control check DCs are increased by 2 on icy surfaces.

Water vehicles traveling through bodies of water in frostfell environments run the risk of becoming trapped in freezing sheets of ice.

Water vehicles in any type of climate can encounter and collide with icebergs drifting down from frozen climes or gated in from the Elemental Planes. Likewise, air vehicles can encounter and potentially crash into floating skybergs. For more information on handling a collision with an iceberg or skyberg, see Collisions in Chapter 3: Vehicles of the *Arms and Equipment Guide*.

Table 4–4: Vehicle Impediment in Snow

	—Wheeled Land Vehicle Size—		
Snow Depth	**Small**	**Medium**	**Large**
Up to 6 inches	None	None	None
7–12 inches	Minor	None	None
13–24 inches	Major	Minor	None
25–36 inches	Major	Major	Minor
37–60 inches	Total	Major	Minor
61+ inches	Total	Total	Major

Minor: The vehicle must pay 2 squares of movement to enter each square of snow.

Major: The vehicle must pay 4 squares of movement to enter each square of snow.

Total: The vehicle can only move 1 square per round, regardless of its normal speed.

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Cold and ice by themselves hold great power. When combined with magic, they become fearsome forces, invoking cool healing, protection, and transfiguration, or frigid entropy, destruction, and death.

Some of these spells work only within regions of frostfell (areas filled with low temperature, snow, or ice, as defined in Chapter 1). Casting such spells in nonfrostfell regions produces no effect, although the caster loses the spell from her memory or, in the case of bards and sorcerers, the spell is deducted from the number available for the day. Spells that require casting within a frostfell area include "frostfell" in the list of components.

Other spells of the frostfell gain their power through the expenditure of coldfire energy. This source of pure, elemental cold produces powerful magic, but is quite rare. Spells requiring this component are indicated in the spell lists by a superscript C, and include "Coldfire" in the list of components. A vial of coldfire costs 50 gp.

Since objects, structures, and creatures created by frostfell spells are a combination of cold, ice, and magic, they are not subject to the effects of natural fire and heat—they do not automatically melt in temperatures higher than 32° F. These creations are instead portions of the Elemental Planes of Air or Water that exist, in a specific form and perhaps only temporarily, in a different plane. When destroyed or dismissed, they return in their elemental form to their plane of origin.

NEW BARD SPELLS

1ST-LEVEL BARD SPELLS

Ivory Flesh: Flesh turns white, granting +5 circumstance bonus on Hide checks in snow and ice.

2ND-LEVEL BARD SPELLS

Ice Darts: Icicle missiles deal 2d4 damage, half of which is cold.

5TH-LEVEL BARD SPELLS

Boreal Wind: Gust of cold wind deals 1d4 cold damage/level and knocks creatures back.

6TH-LEVEL BARD SPELLS

Snowsong: Musical snowfall aids allies in within 30 ft. and hinders enemy spellcasters.

NEW CLERIC SPELLS

1ST-LEVEL CLERIC SPELLS

Conjure Ice Beast I: Conjures ice creature to fight for you.
Detect Fire: Detect fire within 60 ft.
Ease of Breath: +20 inherent bonus on Fortitude saves to resist altitude sickness.
Fortify Cold Creatures: Cold subtype creatures gain +1 sacred bonus on attacks and saves against fire effects.
Ice Slick: Creates a 20-ft. square of slippery ice.
Shivering Touch, Lesser: Touch deals 1d6 Dex damage.

2ND-LEVEL CLERIC SPELLS

Blood Snow: Area of fallen snow drains 1d2 points of Con/round and causes nausea.
Brumal Stiffening: Brittle weapon's hardness reduced by 5.
Conjure Ice Beast II: Conjures ice creature to fight for you.
Conjure Ice Object: Conjures an object made of ice.
Frost Weapon: Weapon gains frost special ability, +1d6 cold damage.
Frostburn, Lesser: Touch deals 1d12 frostburn damage +1/level (max +5).
Obscuring Snow: Obscures sight in a 30-ft. radius around the caster.
Thin Air: Creatures suffer from altitude sickness.

3RD-LEVEL CLERIC SPELLS

Aura of Cold, Lesser: Intense cold deals 1d6 damage to creatures within 5 ft.
Binding Snow: Snow freezes, impeding movement.
Conjure Ice Beast III: Conjures ice creature to fight for you.
Control Snow and Ice: Raise or lower ice or snow.
Defile Snow and Ice: Grants undead a +4 profane bonus against turning and cold creatures SR 15 against fire spells.
Ice Shape: Sculpts ice into any shape.
Meld into Ice: You and your gear merge with ice.
Shivering Touch: Touch deals 3d6 Dex damage.

4TH-LEVEL CLERIC SPELLS

Conjure Ice Beast IV: Conjures ice creature to fight for you.
Freeze Armor: Locks up suits of metal armor and equipment, dealing damage and impeding movement.
Frostburn: Touch deals 3d12 frostburn damage +1/level (max +20).
Glacial Globe of Invulnerability: Stops 1st- through 3rd-level fire spell effects and provides concealment.
Winter's Embrace: Subject takes 1d8 damage/round; can cause fatigue.

5TH-LEVEL CLERIC SPELLS

Boreal Wind[F]**:** Gust of cold wind deals 1d4 cold damage/level and knocks creatures back.
Conjure Ice Beast V: Conjures ice creature to fight for you.
Dispel Cold: Cancels cold spells and effects.
Dispel Fire: Cancels fire spells and effects.
Frostbite: Chilled air causes 6d6 cold damage and 2d6 Dex damage.
Hibernal Healing: You absorb ice, slush, and snow, curing 10 points/level of damage (max 150).
Hibernate: Sends subject into state of hibernation for one week/level.
Pass through Ice: Subject can pass through ice or snow like water.

6TH-LEVEL CLERIC SPELLS

Algid Enhancement[C]**:** Grant bonuses to creatures of the cold subtype.
Conjure Ice Beast VI: Conjures ice creature to fight for you.
Frostburn, Mass: Deals 3d12 +1/level (max +20) frostburn damage to many creatures.
Ice Rift: Intense quake shakes 40-ft. radius spread of ice.
Mantle of the Icy Soul[X]**:** Gives subject the cold subtype.

7TH-LEVEL CLERIC SPELLS

Aura of Cold, Greater: Intense cold deals 2d6 damage to creatures within 10 ft.
Conjure Ice Beast VII: Conjures ice creature to fight for you.

8TH-LEVEL CLERIC SPELLS

Conjure Ice Beast VIII: Conjures ice creature to fight for you.
Summon Giants: Summons outsider giants to fight for you.

9TH-LEVEL CLERIC SPELLS

Conjure Ice Beast IX: Conjures ice creature to fight for you.
Fimbulwinter[X]**:** Creates winter weather for miles around you that lasts for months.

CLERIC DOMAINS

Two new domains and their spells are presented below in the same format used in the *Player's Handbook*.

COLD DOMAIN

Deities: Auril, Iborighu, Levistus, Telchur, Thrym, Ulutiu.

Granted Power: You can turn or destroy fire creatures as a good cleric turns undead. You can also rebuke or command cold creatures as an evil cleric rebukes undead.

Cold Domain Spells

1 **Chill Touch:** One touch/level deals 1d6 damage and possibly 1 Str damage.
2 **Chill Metal:** Cold metal damages those who touch it.
3 **Sleet Storm:** Hampers vision and movement.
4 **Ice Storm:** Hail deals 5d6 damage in cylinder 40 ft. across.

5 **Wall of Ice:** *Ice plane* creates wall with 15 hp +1/level, or *hemisphere* can trap creatures inside.
6 **Cone of Cold:** 1d6/level cold damage.
7 **Control Weather:** Changes weather in local area.
8 **Polar Ray:** Ranged touch attack deals 1d6/level cold damage.
9 **Obedient Avalanche*:** Snowy avalanche crushes and buries your foes.

*New spell described in this chapter.

WINTER DOMAIN

Deities: Aengrist, Auril, Hleid, Telchur.

Granted Power: During the winter season, you gain a +2 sacred bonus on all Wisdom-based skill checks.

Winter Domain Spells

1 **Snowsight*:** Normal vision in winter weather conditions.
2 **Snow Walk*:** Increase your speed and walk effortlessly on top of snow without leaving tracks or scent.
3 **Winter's Embrace*:** Subject takes 1d8 damage/round; can cause fatigue.
4 **Ice Storm:** Hail deals 5d6 damage in cylinder 40 ft. across.
5 **Blizzard*:** Temperature drops and powerful blizzard reduces visibility to zero.
6 **Death Hail*:** Summons a storm of death hail.
7 **Control Weather:** Changes weather in local area.
8 **Summon Giants (Frost Giants Only)*:** Summons outsider giants to fight for you.
9 **Fimbulwinter[X]*:** Creates winter weather for miles around you that lasts for months.

*New spell described in this chapter.

NEW DRUID SPELLS

1ST-LEVEL DRUID SPELLS

Conjure Ice Beast I: Conjures ice creature to fight for you.
Crunchy Snow: –20 penalty on Move Silently checks in area.
Ease of Breath: +20 inherent bonus on Fortitude saves to resist altitude sickness.
Ice Skate: While on ice, your speed increases by 60 feet.
Ivory Flesh: Flesh turns white, granting +5 circumstance bonus on Hide checks in snow and ice.
Snowdrift: Forms existing snow into another shape.
Snowsight: Normal vision in winter weather conditions.

2ND-LEVEL DRUID SPELLS

Blood Snow: Area of fallen snow drains 1d2 points of Con/round and causes nausea.
Brumal Stiffening: Brittle weapon's hardness reduced by 5.
Conjure Ice Beast II: Conjures ice creature to fight for you.
Conjure Ice Object: Conjures an object made of ice.
Evergreen: Magical heat warms plant life, healing 1d8 damage +1/level (max. +10) and granting immunity to cold.
Flash-Freeze: Earth, stone, and water become frozen.
Frost Weapon: Weapon gains frost special ability, +1d6 cold damage.
Numbing Sphere: Creates rolling ball of intense cold that deals 1d6 cold damage plus 1d4 Dex damage, lasts 1 round/level.
Obscuring Snow: Obscures sight in a 30-ft. radius around the caster.
Snow Walk: Increase your speed and walk effortlessly on top of snow without leaving tracks or scent.
Thaw: Transforms one 10-ft. cube/level of everfrost, slush, snow, and ice.
Thin Air: Creatures suffer from altitude sickness.
Zone of Glacial Cold: Deals 1d6 cold damage to all creatures in area.

3RD-LEVEL DRUID SPELLS

Arctic Haze: Fog obscures vision and deals 4 cold damage/round.
Aura of Cold, Lesser: Intense cold deals 1d6 damage to creatures within 5 ft.
Binding Snow: Snow freezes, impeding movement.
Column of Ice: Column of ice erupts from ground, lifting anything in its area into the air.
Conjure Ice Beast III: Conjures ice creature to fight for you.
Control Temperature: Raise or lower temperature by one band/5 levels.
Ice Shape: Sculpts ice into any shape.
Meld into Ice: You and your gear merge with ice.
Winter's Embrace: Subject takes 1d8 damage/round; can cause fatigue.

4TH-LEVEL DRUID SPELLS

Boreal Wind[F]: Gust of cold wind deals 1d4 cold damage/level and knocks creatures back.
Conjure Ice Beast IV: Conjures ice creature to fight for you.
Freeze Armor: Locks up suits of metal armor and equipment, dealing damage and impeding movement.
Frostfell Slide: Move instantly from one area of frostfell to another.
Hibernal Healing: You absorb ice, slush, and snow, curing 10 points/level of damage (max 150).

5TH-LEVEL DRUID SPELLS

Blizzard: Temperature drops and powerful blizzard reduces visibility to zero.
Call Avalanche: Avalanche of ice and snow falls from the sky, burying subjects.
Conjure Ice Beast V: Conjures ice creature to fight for you.
Hibernate: Sends subject into state of hibernation for one week/level.
Ice Shield[C]: Subject gains damage reduction 15/—.
Mantle of the Icy Soul[X]: Gives subject the cold subtype.
Pass through Ice: Subject can pass through ice or snow like water.

Wall of Coldfire[C]: Deals 2d4 of cold damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 frostburn damage +1/level.

6th-Level Druid Spells

Animate Snow: Turns snow into creatures to fight for you.
Conjure Ice Beast VI: Conjures ice creature to fight for you.
Death Hail: Summons a storm of death hail.
Entomb[M]: Captures subjects in blocks of ice, suffocating them.
Ice Rift: Intense quake shakes 40-ft. radius spread of ice.
Move Snow and Ice: Digs trenches and builds hills in ice and snow.
Snow Wave: Knocks creatures prone and deals 4d6 crushing damage and 1d6 cold damage.

7th-Level Druid Spells

Aura of Cold, Greater: Intense cold deals 2d6 damage to creatures within 10 ft.
Conjure Ice Beast VII: Conjures ice creature to fight for you.
Raise Ice Forest: Conjures trees of ice.
Whiteout: Snow and wind obscure sight; creatures affected may become lost.

8th-Level Druid Spells

Conjure Ice Beast VIII: Conjures ice creature to fight for you.
Fimbulwinter[X]: Creates winter weather for miles around you that lasts for months.
Frostfell: Intense cold turns all subjects in area into ice.
Glacier: Conjures glaciers that attack your enemies.

9th-Level Druid Spells

Cometstrike: Three comets per round strike targets, each dealing 3d6 bludgeoning damage and 1d4/level cold damage.
Conjure Ice Beast IX: Conjures ice creature to fight for you.

New Paladin Spells

3rd-Level Paladin Spells

Binding Snow: Snow freezes, impeding movement.

4th-Level Paladin Spells

Aura of Cold, Lesser: Intense cold deals 1d6 damage to creatures within 5 ft.

New Ranger Spells

1st-Level Ranger Spells

Conjure Ice Beast I: Conjures ice creature to fight for you.
Crunchy Snow: –20 penalty on Move Silently checks in area.
Ease of Breath: +20 inherent bonus on Fortitude saves to resist altitude sickness.
Ice Skate: While on ice, your speed increases by 60 feet.
Ivory Flesh: Flesh turns white, granting +5 circumstance bonus on Hide checks in snow and ice.
Snowsight: Normal vision in winter weather conditions.

2nd-Level Ranger Spells

Conjure Ice Beast II: Conjures ice creature to fight for you.
Snow Walk: Increase your speed and walk effortlessly on top of snow without leaving tracks or scent.
Zone of Glacial Cold: Deals 1d6 cold damage to all creatures in area.

3rd-Level Ranger Spells

Binding Snow: Snow freezes, impeding movement.
Conjure Ice Beast III: Conjures ice creature to fight for you.

4th-Level Ranger Spells

Aura of Cold, Lesser: Intense cold deals 1d6 damage to creatures within 5 ft.
Conjure Ice Beast IV: Conjures ice creature to fight for you.
Frostfell Slide: Move instantly from one area of frostfell to another.

New Sorcerer/Wizard Spells

1st-Level Sorcerer/Wizard Spells

Conj **Glaze Lock:** Jams locks with snow and ice, raising Open Lock DC by 10 and lock's hardness by 5.
Necro **Shivering Touch, Lesser:** Touch deals 1d6 Dex damage.
Trans **Float:** Subject becomes buoyant.
Snowdrift: Forms existing snow into another shape.

2nd-Level Sorcerer/Wizard Spells

Abjur **Icicle:** Magical trap hangs from ceiling, dealing 4d6 damage when triggered.
Conj **Ice Darts:** Icicle missiles deal 2d4 damage, half of which is cold.
Obscuring Snow: Obscures sight in a 30-ft. radius around the caster.
Zone of Glacial Cold: Deals 1d6 cold damage to all creatures in area.
Evoc **Leomund's Tiny Igloo:** Creates igloo that lasts for 2 hours/level.
Numbing Sphere: Creates rolling ball of intense cold that deals 1d6 cold damage plus 1d4 Dex damage, lasts 1 round/level.

Necro **Bone Chill:** Corporeal undead are *held* by a thick layer of frost.
Heat Leech: Subject takes 1d8 points of cold damage/round.
Trans **Brumal Stiffening:** Brittle weapon's hardness reduced by 5.
Frost Weapon: Weapon gains frost special ability, +1d6 cold damage.

3rd-Level Sorcerer/Wizard Spells

Abjur **Glacial Globe of Invulnerability:** Stops 1st- through 3rd-level fire spell effects and provides concealment.
Conj **Arctic Haze:** Fog obscures vision and deals 4 cold damage/round.
Evoc **Crack Ice**[M]**:** Shatters ice structures or ice creatures.
Necro **Blood Snow:** Area of fallen snow drains 1d2 points of Con/round and causes nausea.
Shivering Touch: Touch deals 3d6 Dex damage.
Thin Air: Creatures suffer from altitude sickness.
Trans **Control Temperature:** Raise or lower temperature by one band/5 levels.

4th-Level Sorcerer/Wizard Spells

Abjur **Glacial Ward:** Subject gains SR 18 against fire spells and effects.
Ice Shield[C]**:** Subject gains damage reduction 15/—.
Conj **Column of Ice:** Column of ice erupts from ground, lifting anything in its area into the air.
Ice Ship[M]**:** Creates ice runner or ice galleon.
Ice Web[C]**:** Creates webs of coldfire that entangle and deal 1d6 frostburn damage/round.
Evoc **Wall of Coldfire**[C]**:** Deals 2d4 of cold damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 frostburn damage +1/level.
Necro **Mindfrost:** Deals 5d6 cold damage, 1d4 Int damage.

5th-Level Sorcerer/Wizard Spells

Abjur **Anticold Sphere:** Mobile energy field provides immunity to cold.
Evoc **Boreal Wind**[F]**:** Gust of cold wind deals 1d4 cold damage/level and knocks creatures back.
Necro **Gelid Blood:** Subject takes –4 penalty on attacks, AC, and Str- and Dex-related checks, 50% failure of spells with somatic components.
Trans **Flesh to Ice:** Turns subject into statue of ice.
Ice Shape: Sculpts ice into any shape.
Ice to Flesh: Restores frozen creature.

6th-Level Sorcerer/Wizard Spells

Ench **Freezing Glance:** Gaze freezes subjects in place.
Evoc **Entomb**[M]**:** Captures subjects in blocks of ice, suffocating them.
Ice Rift: Intense quake shakes 40-ft. radius spread of ice.
Necro **Heartfreeze:** Subject exhausted, dies in 1d3+2 rounds.
Waves of Cold[C]**:** Fire creatures become shaken and cold creatures lose immunity to cold.
Trans **Move Snow and Ice:** Digs trenches and builds hills in ice and snow.
Suppress Flame[C]**:** Reduces damage and illumination from fire.

7th-Level Sorcerer/Wizard Spells

Abjur **Glacial Ward, Greater**[C]**:** Area around you provides SR 25 against fire spells and effects.
Conj **Ice Castle**[F]**:** Creates castle of snow and ice with an array of magical effects.

8th-Level Sorcerer/Wizard Spells

Trans **Fimbulwinter**[X]**:** Creates winter weather for miles around you that lasts for months.

9th-Level Sorcerer/Wizard Spells

Evoc **Iceberg:** Block of ice falls from sky, dealing 20d6 damage and burying subjects.
Illus **Ice Assassin**[MX]**:** Creates duplicate of creature with sole purpose to slay original.
Trans **Frostfell:** Intense cold turns all subjects in area into ice.

Table 5–1: Player's Handbook Cold Spells

Chill Metal: Cold metal damages those who touch it.
Fire Shield: Creatures attacking you take fire damage; you're protected from heat or cold.
Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.
Otiluke's Freezing Sphere: Freezes water or deals cold damage.
Polar Ray: Ranged touch attack deals 1d6/level cold damage.
Ray of Frost: Ray deals 1d3 cold damage.
Resist Energy [Cold or Fire]: Ignores first 10 (or more) points of damage/attack from specified energy type.
Protection from Energy [Cold or Fire]: Absorb 12 points/level of damage from one type of energy.
Sleet Storm: Hampers vision and movement.
Wall of Ice: *Ice plane* creates wall with 15 hp +1/level, or *hemisphere* can trap creatures inside.

Spells

The spells herein are presented in alphabetical order (with the exception of those whose names begin with "greater," "lesser," or "mass"; see Order of Presentation, page 181 of the *Player's Handbook*).

Components: In addition to the standard components defined in the *Player's Handbook*, some of the spells here have special components.

Coldfire: The caster must have at least one ounce of coldfire in her possession when casting the spell. The coldfire is consumed upon casting the spell. A vial of coldfire costs 50 gp.

Frostfell: The caster must be standing in a frostfell site to cast this spell (to determine if a particular area is considered a frostfell site, see Chapter 1). Frostfell components are not consumed during the casting of the spell unless otherwise noted.

Algid Enhancement

Transmutation [Cold]
Level: Cleric 6
Components: V, S, Coldfire
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One cold creature/level
Duration: 24 hours
Saving Throw: None
Spell Resistance: No

You energize cold creatures with a surge of coldfire. Creatures with the cold subtype affected by this spell gain a +1 deflection bonus to AC, +1d8 temporary hit points, a +1 enhancement bonus on attack rolls, and a +2 bonus on saving throws against fire effects. Each of these enhancements increases by +1 for every three caster levels. So a 12th-level caster grants a +5 deflection bonus to AC, an extra 1d8+4 temporary hit points, a +5 enhancement bonus on attack rolls, and a +6 resistance bonus on saving throws against fire effects.

This spell has no effect on creatures not of the cold subtype.

Coldfire Component: One ounce of coldfire.

Animate Snow

Transmutation [Cold]
Level: Druid 6
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: Up to a 20-ft. cube of snow
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

You imbue a mass of fallen snow with mobility and a semblance of life. The snow to be animated may be natural or magically created. Snow animated by this spell is treated as an animated object. You can animate four Large animated objects, two Huge animated objects, or one Gargantuan animated object. For details, see the Animated Object entry, page 13 of the *Monster Manual*. The animated snow can assume any basic shape you wish, and it attacks as directed by your vocal commands. Animated snow objects possess the Blind and Trample special attacks as detailed in the *Monster Manual* entry for animated objects. In addition, they have the cold subtype, and do an additional 1d6 points of cold damage on a successful hit.

Animated snow objects take 1d6 points of damage each round if they exist in a place with temperatures above freezing.

Material Component: Meltwater from a glacier.

Anticold Sphere

Abjuration
Level: Sorcerer/wizard 5
Components: V, S
Casting Time: 1 standard action
Range: 10 ft.
Area: 10-ft.-radius emanation, centered on you
Duration: 10 min./level (D)
Saving Throw: None
Spell Resistance: Yes

You bring into being a mobile, spherical energy field that protects against cold. All creatures within the area of the spell are granted immunity to cold. In addition, the sphere prevents the entrance of any creature with the cold subtype. The effect hedges out such creatures in the area when it is cast.

This spell may be used only defensively, not aggressively. Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier (see Abjuration, page 172 of the *Player's Handbook*).

Arctic Haze

Conjuration (Creation) [Cold]
Level: Druid 3, sorcerer/wizard 3
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Fog spreads in a 30-ft. radius, 20 ft. high
Duration: 10 min./level
Saving Throw: Fortitude half
Spell Resistance: No

A bank of fog composed entirely of tiny, razor-sharp ice shards billows out from the targeted point. The fog obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

In addition, the sharp ice particles tear the skin of those moving through the area, causing 4 points of damage per round, half of which is cold damage.

A strong wind (21+ mph) disperses the fog in 4 rounds; a severe wind (31+ mph) disperses the fog in 1 round. Dispersing the fog in this manner, however, causes damage to those within its area as the icy shards whip past. A strong wind causes 4 points of damage per round (half cold); a severe wind causes 8 points of damage (half cold).

Aura of Cold, Greater

Transmutation [Cold]
Level: Cleric 7, druid 7
Range: 10 ft.
Area: 10-ft.-radius spherical emanation, centered on you

This spell functions exactly like *lesser aura of cold*, except it deals 2d6 points of cold damage to all creatures within 10 feet.

Aura of Cold, Lesser

Transmutation [Cold]
Level: Cleric 3, druid 3, paladin 4, ranger 4
Components: V, S, DF
Casting Time: 1 standard action
Range: 5 ft.
Area: 5-ft.-radius spherical emanation, centered on you
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: Yes

You are covered in a thin layer of white frost and frigid cold emanates from your body, dealing 1d6 points of cold damage at the start of your round to each creature within 5 feet.

Binding Snow

Transmutation [Cold]
Level: Cleric 3, druid 3, paladin 3, ranger 3
Components: V, S, DF, Frostfell
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: One 10-ft. square/level
Duration: 1 hour/level (D)
Saving Throw: Reflex negates
Spell Resistance: Yes

This spell must be cast on a snow field. That snow field instantly freezes, impeding movement through the area. A creature caught within the area can move only at half its normal speed. By making a DC 20 Strength check or a DC 25 Escape Artist check, the creature can move at its normal speed for that round. A creature that succeeds on a Reflex save is not impeded.

Blizzard

Transmutation [Cold]
Level: Druid 5, Winter 5
Components: V, S
Casting Time: 1 round
Range: Long (400 ft. + 40 ft./level)
Area: 100 ft.-radius/level spread
Duration: 1 round/level
Saving Throw: Fortitude partial
Spell Resistance: No

Immediately upon completion of this spell, the temperature drops to below freezing and a powerful blizzard erupts in the area. Visibility is reduced to zero, making Spot, Search, and Listen checks and all ranged attacks impossible. Unprotected flames are automatically extinguished and protected flames have a 75% chance of being doused. Creatures unprotected from the cold must make a Fortitude save or take 1d6 points of nonlethal cold damage.

One foot of new snow falls each round. Movement within the area is impeded, depending on the creature's size and depth of snow (for movement in a snow field, see page 12).

Blood Snow

Necromancy [Cold]
Level: Cleric 2, druid 2, sorcerer/wizard 3
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 20-ft. square of snow/level
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

You must cast this spell on a snow field. You corrupt an area of fallen snow, imbuing it with negative energy. Each round, a creature in contact with blood snow must succeed on a Fortitude save or take 1d2 points of Constitution drain. In addition, anyone failing a saving throw is nauseated for the duration of the spell.

Bone Chill

Necromancy
Level: Sorcerer/wizard 2
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: No

A ray of burning cold erupts from your fingertips. Corporeal undead struck by the ray are covered in a layer of ice, rendering the subject immobile as if *held*. Each round on its turn, the subject may attempt a new saving throw to break free of the ice. (This is a full-round action that does not provoke attacks of opportunity.)

Material Component: A small piece of bone and a 1-inch cube of ice.

Boreal Wind

Evocation [Cold]
Level: Bard 5, cleric 5, druid 4, sorcerer/wizard 5
Components: V, S, DF
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Effect: Gust of wind (20 ft. wide, 20 ft. high) emanating out from you to the extreme of the range
Duration: 1 round + 1 round/2 levels
Saving Throw: Fortitude negates
Spell Resistance: Yes

You create a strong blast of arctic air that originates from your fingertips and moves in the direction you are facing. As a stronger form of *gust of wind*, this boreal wind automatically extinguishes candles, torches, and similar protected or unprotected flames, including lanterns. Large fires (such as bonfires, a blacksmith's coals, or even a house fire) have a 50% chance to be extinguished by the *boreal wind*. Forest or grassland fires are too large to be extinguished by this spell.

All creatures caught in the area take 1d4 points of cold damage per caster level (maximum 15d4). A successful Fortitude saving throw negates the gust's effects. Those that fail the save are pushed away from the caster a distance of 3 feet per caster level. Creatures that remain in the area past the first round must make an additional saving throw each round.

A *boreal wind* can do anything a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, overturn tents and blow down small huts, scuttle a small boat, and blow gases or vapors to the edge of the range.

The wind can change direction if you actively direct it (a move action for you); otherwise, it merely blows in the same direction.

Brumal Stiffening

Transmutation [Cold]
Level: Cleric 2, druid 2, sorcerer/wizard 2
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One weapon
Duration: 1 round/level
Saving Throw: Reflex negates
Spell Resistance: Yes

The targeted weapon becomes brittle, reducing its hardness by 5 for the duration of the spell, thereby increasing

the effectiveness of sunder attempts against the weapon. In addition, rolling a 1 on an attack with the targeted weapon causes it to take damage equivalent to the amount it would have dealt on a successful hit.

Call Avalanche

Evocation [Cold]
Level: Druid 5
Components: V, S
Casting Time: 1 round
Range: Long (400 ft. + 40 ft./level)
Area: 10 ft.-radius/level spread
Duration: Instantaneous
Saving Throw: Reflex half; see text
Spell Resistance: No

This spell may only be cast outside. Immediately upon completion of the spell, an avalanche of ice and snow falls out of the sky, dealing 8d6 points of crushing damage and potentially burying Large or smaller creatures within the area. Creatures making their Reflex saving throws take half damage and are not buried. Those that fail their saves are buried and take an additional 1d6 points of nonlethal damage per minute while still buried. If such a creature falls unconscious while buried, it must make a DC 15 Constitution check. If that check fails, it takes 1d6 points of lethal damage each minute thereafter until freed or dead.

The ice and snow remains until melted by natural or unnatural means. A rapid melting of the ice and snow could cause a flash flood (see Freezing and Thawing, page 10).

Brumal stiffening

Illus. by S. Ellis

A 9th-level caster buries Large or smaller creatures. At 12th level, the maximum size of a creature increases to Huge. At 15th, Gargantuan creatures are also buried, and at 18th level, a creature of up to Colossal size is buried by the snow.

Column of Ice

Conjuration (Creation) [Cold]
Level: Druid 3, sorcerer/wizard 4
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One column of ice, 10-ft. radius and 5 ft./level in height
Duration: Permanent
Saving Throw: Reflex negates
Spell Resistance: No

A column of ice rises from the ground, lifting any object or creature (including you) standing in the area into the air. Creatures making a Reflex saving throw can choose to avoid the column. Moving or fighting atop the ice column requires a DC 10 Balance check. Those who fail fall prone and must immediately succeed on a DC 12 Reflex saving throw or slip off the column, taking commensurate falling damage.

Creatures atop the column as it rises may be smashed against the ceiling or other overhead obstructions, which deals 4d6 points of damage.

Magical Ice Column: 10 feet thick; hardness 16; hp 160; break DC 90; Climb DC 30.

Arcane Material Component: A 2-inch rod of ice.

Cometstrike

Conjuration (Creation) [Cold]
Level: Druid 9
Components: V, DF
Casting time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: Three different creatures or objects
Duration: 3 rounds
Saving Throw: Reflex partial
Spell Resistance: No

This spell may only be cast in an outdoor area; it fails if cast indoors or underground. When you cast this spell, you cause three frozen comets to strike down upon any three different creatures or objects in range. You must make a ranged touch attack to hit each target. Each target struck takes 3d6 points of bludgeoning damage and 1d4 points of cold damage per level

BURIED IN SNOW

Three spells in *Frostburn* have the potential to bury creatures in snow: *call avalanche*, *iceberg*, and *ice rift*.

A buried creature can free itself with a DC 25 Strength check, or can be dug out by other creatures. In 1 minute, using only its hands, a creature can clear ice and debris equal to five times its heavy load limit (see Table 9–1: Carrying Capacity, page 162 of the *Player's Handbook*). The amount of tightly packed snow that fills a 5-foot-by-5-foot area weighs 500 pounds. Armed with an appropriate tool, such as a pick, crowbar, or shovel, a digger can clear loose ice and debris twice as quickly as by hand.

The snow avalanche extinguishes all flames, whether normal or magical, it touches.

(maximum 10d4), and is stunned for one round. A successful Reflex save negates the bludgeoning damage and the stunning effects, but not the cold damage. Each round the spell persists, another three frozen comets rain down upon the original three targets; as a standard action you can select new targets for one, two, or all three comets.

Conjure Ice Beast I

Conjuration (Creation) [Cold]
Level: Cleric 1, druid 1, ranger 1
Components: V, S, DF
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One conjured ice creature
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

This spell creates a creature constructed from magical ice. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

The spell conjures one of the creatures from the 1st-level list of either the *summon monster* table or the *summon nature's ally* table (pages 287–288 of the *Player's Handbook*). The conjured creature cannot have the fire subtype. You choose which kind of creature to conjure, and you can change that choice each time you cast the spell. The conjured creature is a construct made of magical ice, gaining the ice beast template (see page 138).

In all other ways, *conjure ice beast I* functions like *summon monster I*.

Conjure Ice Beast II

Conjuration (Creation) [Cold]
Level: Cleric 2, druid 2, ranger 2
Effect: One or more conjured ice creatures, no two of which can be more than 30 ft. apart

This spell functions like *conjure ice beast I*, except that you can conjure one creature from the 2nd-level list or two creatures of the same kind from the 1st-level list.

Conjure Ice Beast III

Conjuration (Creation) [Cold]
Level: Cleric 3, druid 3, ranger 3
Effect: One or more conjured ice creatures, no two of which can be more than 30 ft. apart

This spell functions like *conjure ice beast I*, except that you can conjure one creature from the 3rd-level list, two creatures of the same kind from the 2nd-level list, or four creatures of the same kind from the 1st-level list.

Conjure Ice Beast IV

Conjuration (Creation) [Cold]
Level: Cleric 4, druid 4, ranger 4
Effect: One or more conjured ice creatures, no two of which can be more than 30 ft. apart

This spell functions like *conjure ice beast I*, except that you can conjure one creature from the 4th-level list, two creatures of the same kind from the 3rd-level list, or four creatures of the same kind from a lower-level list.

Conjure Ice Beast V

Conjuration (Creation) [Cold]
Level: Cleric 5, druid 5
Effect: One or more conjured ice creatures, no two of which can be more than 30 ft. apart

This spell functions like *conjure ice beast I*, except that you can conjure one creature from the 5th-level list, two creatures of the same kind from the 4th-level list, or four creatures of the same kind from a lower-level list.

Conjure Ice Beast VI

Conjuration (Creation) [Cold]
Level: Cleric 6, druid 6
Effect: One or more conjured ice creatures, no two of which can be more than 30 ft. apart

This spell functions like *conjure ice beast I*, except that you can conjure one creature from the 6th-level list, two creatures of the same kind from the 5th-level list, or four creatures of the same kind from a lower-level list.

Conjure Ice Beast VII

Conjuration (Creation) [Cold]
Level: Cleric 7, druid 7
Effect: One or more conjured ice creatures, no two of which can be more than 30 ft. apart

This spell functions like *conjure ice beast I*, except that you can conjure one creature from the 7th-level list, two creatures of the same kind from the 6th-level list, or four creatures of the same kind from a lower-level list.

Conjure Ice Beast VIII

Conjuration (Creation) [Cold]
Level: Cleric 8, druid 8
Effect: One or more conjured ice creatures, no two of which can be more than 30 ft. apart

This spell functions like *conjure ice beast I*, except that you can conjure one creature from the 8th-level list, two creatures of the same kind from the 7th-level list, or four creatures of the same kind from a lower-level list.

Conjure Ice Beast IX

Conjuration (Creation) [Cold]
Level: Cleric 9, druid 9
Effect: One or more conjured ice creatures, no two of which can be more than 30 ft. apart

This spell functions like *conjure ice beast I*, except that you can conjure one creature from the 9th-level list, two creatures of the same kind from the 8th-level list, or four creatures of the same kind from a lower-level list.

Conjure Ice Object

Conjuration (Creation) [Cold]
Level: Cleric 2, druid 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Effect: One object of up to 5 lb./level
Duration: 1 min./level
Saving Throw: None (harmless)
Spell Resistance: No

You conjure into being a block of transparent ice in the shape of any object you have seen at least once before, up to the weight limit (to a maximum of 50 pounds at 10th level). Any object with moving parts does not function (for example, a crossbow). You must

succeed on an appropriate Craft check to make a complex item.

Control Snow and Ice

Transmutation
Level: Cleric 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: Ice and snow in a volume of 10 ft./level by 10 ft./level by 2 ft./level (S)
Duration: 10 min./level (D)
Saving Throw: None
Spell Resistance: No

Depending on the version you choose, the *control snow and ice* spell raises or lowers ice or snow.

Lower Snow and Ice: This causes snow and ice to sink away to a minimum depth of 1 inch. The depth can be lowered by up to 2 feet per caster level. The snow and ice is lowered within a squarish depression whose sides are up to 10 feet long per caster level. In extremely large and deep snow and ice fields, such as a glacier, the spell creates a crevasse that sweeps creatures downward (without dealing damage), rendering them unable to leave by normal movement for the duration of the spell. They can climb out of a crevasse, as normal with a DC 18 Climb check. When cast on ice elementals and other ice-based creatures, this spell acts as a *slow* spell. The spell has no effect on other creatures.

Raise Snow and Ice: This causes snow and ice to rise in height, just as the *lower snow and ice* version causes it to lower. Creatures and objects on top of the snow or ice are raised along with the top level of snow.

For either version, the character may reduce one horizontal dimension by half and double the other horizontal dimension.

Control Temperature

Transmutation [Cold, Fire]
Level: Druid 3, sorcerer/wizard 3
Components: V, S, M/DF
Casting Time: 1 round
Range: 20 ft./level
Area: 20 cu. ft./level emanation, centered on you
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

You imbue an area with cold or fire energy, reducing or raising the temperature by one temperature band per five caster levels. Effects of the new temperature on creatures and the environment are incurred immediately (see Cold Dangers, page 8 of this book, and Heat Dangers, page 303 of the *Dungeon Master's Guide*).

Arcane Material Component: A drop of mercury.

Crack Ice

Evocation [Force]
Level: Sorcerer/wizard 3
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area or Target: 10-ft.-radius/level spread; or one ice creature
Duration: Instantaneous
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes (creature only)

You create a sudden explosive burst that shatters ice bridges, breaks up river ice, opens frozen ponds, or damages an icy creature. The ice broken covers a 10-foot radius per caster level, and a 1-foot depth per level. Ice thicker than the spell's depth is cracked and weakened, but not broken all the way through. Weakened ice is treated as one category thinner than it really is (see Table 1–2, page 11).

Creatures dropped from a bridge, through lake or river ice, or off a glacier or iceberg take normal falling and cold water damage. Creatures on a glacier will have a crevasse open under them equal to the depth of the spell.

Targeted against an ice creature of any weight (such as an ice golem, winterspawn, or entombed), *crack ice* deals 1d6 points of damage per caster level (maximum 10d6), with a Fortitude save for half damage.

Material Component: A hammer carved from salt crystal (50 gp).

Crunchy Snow

Transmutation [Cold]
Level: Druid 1, ranger 1
Components: V, S, Frostfell
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: One 20-ft.-by-20-ft. square of snow/level
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

An area of fallen snow designated by you becomes hard and crumbly, generating a loud crunch when stepped upon. Creatures take a –20 penalty on Move Silently checks when traveling through crunchy snow.

Death Hail

Conjuration (Creation) [Cold, Death]
Level: Druid 6, Winter 6
Components: V, S, DF
Casting Time: 1 round
Range: Medium (100 ft. + 10 ft./level)
Area: Cylinder (40-ft radius, 20 ft. high)
Duration: 1 round/level
Saving Throw: Fortitude half
Spell Resistance: No

You call into being an intense storm of death hail in the area you designate. Creatures in the area must succeed on a Fortitude save or take 1d2 points of Strength and Constitution damage.

Defile Snow and Ice

Evocation [Cold, Evil]
Level: Cleric 3
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 10 ft./level radius spread
Duration: 1 min./level
Saving Throw: None
Spell Resistance: Yes

You imbue an area of ice or fallen snow with negative energy, granting all undead within the area a +4 profane bonus against turning attempts.

In addition, all cold creatures gain spell resistance 15 against fire effects.

Detect Fire

Divination [Cold]
Level: Cleric 1

This spell functions like *detect evil* (see page 218 of the *Player's Handbook*),

except that it detects heat energy from normal fire, fire spells, fire magic items, clerics of fire deities, and all living beings other than those with the cold subtype. You are vulnerable to an overwhelming heat aura if you have the cold subtype.

Living beings without the fire subtype are detected with a heat aura strength of faint only, regardless of level or Hit Dice.

Dispel Cold

Abjuration [Fire]
Level: Cleric 5

This spell functions like *dispel evil* (see page 222 of the *Player's Handbook*), except that you are surrounded by constant, blue-white cold energy, and the spell affects cold creatures and spells rather than evil ones.

Dispel Fire

Abjuration [Cold]
Level: Cleric 5

This spell functions like *dispel evil* (see page 222 of the *Player's Handbook*), except that you are surrounded by constant red, orange, and yellow flames, and the spell affects fire creatures and spells rather than evil ones.

Ease of Breath

Necromancy [Cold]
Level: Cleric 1, druid 1, ranger 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

You grant the target the ability to survive in thin air, conferring a +20 inherent bonus on Fortitude saves to resist altitude sickness as well as saving throws to resist becoming fatigued due to altitude or thin air.

Entomb

Evocation [Cold]
Level: Druid 6, sorcerer/wizard 6
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: One creature/level, no two of which can be more than 30 ft. apart
Duration: Instantaneous and 1 round/level; see text
Saving Throw: Fortitude negates
Spell Resistance: Yes

An *entomb* spell traps living creatures in a block of ice, suffocating them. The spell entraps the targets with a thick layer of ice from head to toe. Those that make a successful Fortitude saving throw can shake off the ice immediately, though they still take 6d6 points of cold damage. If the creature fails its saving throw, it is held within the ice and immediately begins to suffocate per the drowning rules (see page 304 of the *Dungeon Master's Guide*). In addition, the creature takes 2d12 points of cold damage and 1 point of Constitution damage per round from contact with the ice.

Other than attempting to escape, creatures entombed can perform actions that only require mental or verbal activity.

Escaping from the ice block requires a DC 20 Strength check or the application of 20 points of fire damage.

Material Component: A clear gemstone with a minimum value of 500 gp.

Evergreen

Transmutation [Fire]
Level: Druid 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 10-ft. radius
Duration: 1 hour/level and instantaneous; see text
Saving Throw: None
Spell Resistance: No

You imbue a 10-foot-radius area of plant life with magical heat, instantly healing 1d8 points of damage +1 point per caster level (maximum +10), and granting immunity to cold for the duration of the spell. *Evergreen* affects natural plants as well as creatures with the plant subtype.

Fimbulwinter

Transmutation [Cold]
Level: Cleric 9, druid 8, sorcerer/wizard 8, Winter 9
Components: V, S, XP
Casting Time: 10 minutes (see text)
Range: 1 mile/level
Area: 1 mile/level radius, centered on you
Duration: 4d12 weeks
Saving Throw: None
Spell Resistance: No

You change the weather to a state of permanent winter, or strengthen winter conditions already present. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest themselves. The current, natural weather conditions are determined by the DM. You then choose what wintry conditions you want to manifest; the strength of the winter depends on the existing climate and season of the area.

Season	Possible Weather
Spring	Frequent snowfall, nightly frost
Summer	Light snow, hailstorms, cold rain, cloudy
Autumn	Frequent snowfall, frost
Winter	Frigid cold, blizzard, and constant snowfall

Daily wind and snowfall during a *fimbulwinter* are determined using the table below. Add +8 to the roll when cast during winter, +4 in spring or autumn, –2 in summer, +2 for a cold climate, –2 for temperate climate, and –6 for hot climate. Roll separately for wind and snow. The snow and wind shown are the maximum possible for the day; at your option, there can be less wind or snow.

Fimbulwinter

d20 Roll	Amount of Snowfall	Amount of Wind
0 or less	1d12 inches of snowfall melt	Weak (0–10 mph)
1–5	No new snow	Weak (0–10 mph)
6–10	1d4–1 inches snow	Moderate (11+ mph)
11–15	1d8 inches snow or 1 inch hail	Moderate (11+ mph)
16–20	1d12 inches snow	Strong (21+ mph)
21–25	2d12+4 inches snow	Strong (21+ mph)
26+	1d6+1 feet of snow	Very strong (31+ mph)

You control the general tendencies of the weather, such as the direction and intensity of the wind. When you select a certain weather condition to occur, the weather assumes that condition 10 minutes later (changing gradually, not abruptly). The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later).

XP Cost: 100 XP.

Flash-Freeze

Transmutation [Earth, Cold]
Level: Druid 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 10-ft. square/level
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

All earth, stone, and water in the spell's area is drained of heat. Earth, mud, and stone become everfrost and water freezes. You affect a 10-foot-square area to a depth of 1 foot. Magical, enchanted, dressed, or worked stone cannot be affected. Earth, stone, or water creatures are not affected.

This spell can be used to create small icebergs in large bodies of water. These icebergs float, but are extremely slippery and unstable, requiring a DC 15 Balance check per round to stay on the iceberg. Icebergs may be propelled through the water by the current, paddling, or other means.

Flesh to Ice

Transmutation
Level: Sorcerer/wizard 5
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

The subject, along with all its carried gear, turns into a mindless, inert ice sculpture. If the sculpture resulting from this spell is broken, melted, or damaged, the subject (if ever returned to its original state) has similar damage or deformities. The creature is not dead, but it does not seem to be alive either when viewed with spells such as *deathwatch*. Only creatures made of flesh are affected by this spell.

Material Component: Water and a drop of blood.

Float

Transmutation
Level: Sorcerer/wizard 1
Components: V, S, M
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Target: One Large or smaller creature or object
Duration: 1 min./level
Saving Throw: Fortitude negates
Spell Resistance: Yes

The target gains buoyancy and can float on water for the duration of the spell. It cannot swim below the surface of the water. Creatures that must breathe water can still do so, but cannot swim under the surface. If the target is underwater at the time this spell is cast, it rises toward the surface at a speed of 30 feet.

Material Component: An ice cube dropped into water.

Fortify Cold Creatures

Transmutation [Cold]
Level: Cleric 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: One creature/level, no two of which can be more than 30 ft. apart
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

Creatures with the cold subtype gain a +1 sacred bonus on all attack rolls and on saving throws against fire effects.

Freeze Armor

Transmutation [Cold]
Level: Cleric 4, druid 4
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Metal equipment of one creature/level
Duration: 1 round/level
Saving Throw: Fortitude partial; see text
Spell Resistance: Yes

Freeze armor locks suits of metal armor and equipment into a layer of ice and extreme cold, immobilizing and damaging the armor's wearers. Unattended, nonmagical metal gets no saving throw. Enchanted metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw (unless its own is higher).

A creature wearing metal armor that fails its save is frozen in place. The spell locks the armor's joints and seams in inches of solid ice. The frozen creature takes the damage listed below. In addition, it suffers a –6 penalty on attack rolls, a –8 penalty to effective Dexterity, and can't move. A frozen character who attempts to cast a spell must make a Concentration check (DC 15 + level of spell being cast) or lose the spell.

A creature wearing metal armor that makes its save takes half the damage listed below.

A creature not wearing metal armor that fails its save takes the damage listed below if its armor is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The creature takes minimum damage (1, 2, 3, or 4 points; see the table) each round if it is not wearing metal armor or the metal that it is carrying weighs less than one-fifth of the creature's weight.

A creature not wearing or carrying metal less than one-fifth of its weight that makes its save is entirely unaffected by *freeze armor.*

Freeze Armor Damage

Round	Temperature	Cold Damage
1	Cold	1d6 points
2	Icy	2d6 points
3–5	Freezing	3d6 points
6+	Lethal	4d6 points

Any heat intense enough to damage the creature negates cold damage from the spell (and vice versa) on a point-for-point basis. For example, if the damage from a *freeze armor* spell indicates 5 points of cold damage and

the creature plunges through a wall of fire in the same round and takes 8 points of fire damage, it winds up taking no cold damage and only 3 points of fire damage.

Freezing Glance

Enchantment [Cold]
Level: Sorcerer/wizard 6
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 round/level; see text
Saving Throw: Will negates
Spell Resistance: Yes

Your eyes become wintry tombs that destroy the spark of life in those who you meet your stare. Each round you may target a single living creature. It must make a Will saving throw or be frozen in place.

Frozen creatures cannot move, attack, cast spells, or defend themselves; they are considered immobile, losing shield and Dexterity bonuses to Armor Class and taking a further –4 penalty to Armor Class. Frozen creatures are entitled to an additional saving throw if attacked, but this provides no immunity to the gaze. A creature that has been immobilizing with a *freezing glance*, then restored to motion after an attack, can still be the target of the same *freezing glance* in a later round.

Though the gaze attack ends rather quickly, frozen creatures remain immobile for 1 minute per level. In some cases, this can cause serious damage through exposure to the elements.

Frost Weapon

Transmutation
Level: Cleric 2, druid 2, sorcerer/wizard 2
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Area: Weapon touched
Duration: 1 round/level
Saving Throw: Will negates (harmless, object)
Spell Resistance: No

You imbue a weapon with icy cold, granting it a power similar to the frost special ability. A frost weapon deals an extra 1d6 points of cold damage on a successful hit. If cast on a bow, crossbow, or sling, the spell bestows the cold energy upon the weapon's ammunition. This ability stacks with the frost special ability, but not with itself.

Material Component: A drop of water.

Frostbite

Conjuration (Creation) [Cold]
Level: Cleric 5
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/2 levels, no two of which can be more than 30 ft. apart
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes

You chill the air and create a layer of frost on the skin of target creatures. The targets are entitled to a Fortitude save; those who fail take 6d6 points of cold damage and 2d6 points of Dexterity damage. Creatures dropping to 0 Dexterity are frozen in a layer of ice, shivering and unable to attack, move, or defend.

Frostburn

Necromancy [Cold]
Level: Cleric 4

This spell functions like *lesser frostburn*, except that it deals 3d12 points of frostburn damage +1 point per caster level (maximum +20).

Frostburn, Lesser

Necromancy [Cold]
Level: Cleric 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes

When laying your hand upon a creature, you channel cold energy that deals 1d12 points of frostburn damage +1 point per caster level (maximum +5). When cast upon a cold subtype creature, this spell heals a like amount of damage, rather than harming it.

Frostburn, Mass

Necromancy [Cold]
Level: Cleric 6
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/level, no two of which can be more than 30 ft. apart
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes

Cold energy spreads out in all directions from the point of origin, dealing 3d12 points of frostburn damage +1 point per caster level (maximum +20) to nearby enemies. Like other *frostburn* spells, *mass frostburn* cures cold subtype creatures in its area rather than damaging them.

Frostfell

Transmutation [Cold]
Level: Druid 8, sorcerer/wizard 9
Components: V, S, M/DF
Casting Time: 1 round
Range: Medium (100 ft. + 10 ft./level)
Area: 20-ft. cube/level
Duration: 1 hour/level
Saving Throw: Fortitude partial; see text
Spell Resistance: See text

The area you designate becomes a frigid and icy environment, immediately dropping the temperature by 3 temperature bands. For example, if the temperature is moderate, it drops to extreme cold (see page 9). If the new temperature is below the cold band, all water is turned to ice and all earth and stone becomes everfrost to a depth of 10 feet per caster level. Air within the area freezes, resulting in a heavy snowstorm lasting for the duration of the spell. Snow accumulates only if the ground temperature is below the moderate band.

Living creatures caught within the area when the spell is cast instantly turn to ice (as per the *flesh to ice* spell). If a creature successfully saves, *frostfell* deals 1d6 points of frostburn damage

per caster level (maximum 20d6). Creatures entering the area after the spell has been cast do not take this damage; however, all creatures in the area are subject to the normal effects of cold, snow, and ice for the duration of the spell.

Objects in the area, including those held by creatures, are instantly covered in a thin layer of frost, making them slippery. When a creature uses a frosted item (a weapon, lockpicks, a potion, and so on), it must succeed on a DC 10 Dexterity check or it drops the item before it can be used.

Cold spells cast within the area gain a +1 caster level.

Multiple *frostfells* may be cast in the same area to increase the effects (dropping the temperature by an additional 3 bands). The temperature band cannot be dropped below unearthly cold, no matter how many times *frostfell* has been cast.

Arcane Material Component: A pinch of dust and a few drops of water.

Frostfell Slide

Conjuration (Teleportation) [Cold]
Level: Druid 4, ranger 4
Components: V, S, DF, Frostfell
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level or until expended; see text

You gain the ability to instantly teleport from one area of slush, snow, or ice to any other area of slush, snow, or ice up to the distance indicated on the table below. Transport distance is based upon the substance touched at the point of departure, not at the point of arrival.

You may wait to travel in this manner up to the duration of the spell, holding the charge, but immediately upon arriving at the destination point, the spell ends.

Type of Area	Transport Distance
Slush	1,000 feet
Snow	2,000 feet
Ice	3,000 feet

Gelid Blood

Necromancy [Cold]
Level: Sorcerer/wizard 5
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Fortitude partial
Spell Resistance: Yes

Cold energy surges through the target's body, congealing the blood in the creature's extremities. This effect causes a –4 penalty on attacks, Armor Class, and all Strength- and Dexterity-related checks, and anyone casting a spell with a somatic component has a 50% chance of spell failure for the duration of the spell. If the target makes its Fortitude save, the creature only takes a –2 penalty on attacks, Armor Class, and all Strength- and Dexterity-related checks and has only a 25% chance of spell failure for spells with a somatic component.

Material Component: A pinch of flour.

Glacial Globe of Invulnerability

Abjuration [Cold]
Level: Cleric 4, sorcerer/wizard 3
Components: V, S, M/DF
Casting Time: 1 standard action
Range: 10 ft.
Area: 10-ft.-radius spherical emanation, centered on you
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

A frosty sphere of cold energy surrounds you and excludes all spells and spell-like abilities with the fire descriptor of 3rd level or lower. This spell functions like *globe of invulnerability,* except that it affects only fire spells. In addition, the frosty opaqueness of the globe grants concealment (20% miss chance) to those within the area against attacks from outside. Likewise, targets outside the globe gain concealment against attacks from those within the spell's area.

Arcane Material Component: A tiny sphere of ice that shatters at the expiration of the spell.

Glacial Ward, Greater

Abjuration [Cold]
Level: Sorcerer/wizard 7
Components: V, S, M, Coldfire
Casting Time: 1 standard action
Range: 10 ft.
Area: 10-ft.-radius spherical emanation, centered on you
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

A 10-foot-radius globe of swirling coldfire surrounds you, granting you and anyone inside the globe spell resistance 25 against all fire spells and spell-like effects. In addition, any creature using a fire-based supernatural ability on a target inside the globe (such as a breath weapon) must also make a caster level check to affect the target. The globe does not offer protection against natural heat and fire, including immersion in lava.

Material Component: A pinch of sulfur.

Coldfire Component: One ounce of coldfire.

Glacial Ward

Abjuration [Cold]
Level: Sorcerer/wizard 4
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level (D)
Saving Throw: None
Spell Resistance: No

A faint, shimmering reddish energy encases the subject's body, granting spell resistance 18 against fire spells and spell-like abilities. In addition, any creature using a fire-based supernatural ability on the subject (such as a breath weapon) must succeed on a DC 18 level check (1d20 + level or HD) to affect a creature warded by this spell.

Material Component: A pinch of sulfur.

Glacier

Conjuration (Creation) [Cold]
Level: Druid 8
Components: V, S, DF
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels); see text
Effect: One 20-ft. cube/2 levels

Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

When you cast this spell, you bring into existence 20-foot cubes of animated glacial ice (one per two caster levels, to a maximum of ten glaciers at 20th level), which need not appear adjacent to one another, but must be placed on a horizontal surface. Glaciers placed in the air or on nonhorizontal surfaces do not appear, but are deducted from the number of glaciers the caster may conjure.

The glaciers remain stationary unless commanded, attacking any creatures within 5 feet with a +15 slam attack that deals 2d8+4 points of damage, plus 3d6 points of cold damage.

As a standard action, you may command any number of glaciers to move at a speed of 10 feet. You cannot command any glacier to move more than 100 feet away from you, and if you move more than 100 feet from any glacier, that glacier remains stationary, attacking any creatures in its area (but it can be commanded again if you move within 100 feet).

A glacier has 20 hit points per caster level and a hardness of 0. Creatures can hit the glacier automatically. Fire, including a *fireball* spell and red dragon breath, can melt a glacier, and it deals full damage to the ice (instead of the normal half damage taken by objects). Suddenly melting a glacier creates a great cloud of steamy fog that lasts for 10 minutes.

Glaze Lock

Conjuration (Creation) [Cold]
Level: Sorcerer/wizard 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Lock touched
Duration: 10 min./level; see text
Saving Throw: None
Spell Resistance: No

You jam a locking mechanism with ice, raising its Open Lock DC by 10 and the lock's hardness by 5. Fire attacks against the lock deal double damage. In cold or lower temperature bands, this spell lasts 1 hour per level.

Heartfreeze

Necromancy [Cold]
Level: Sorcerer/wizard 6
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes

You encase the heart of the target creature in a block of ice. The target becomes immediately exhausted and dies in 1d3+2 rounds. The subject is entitled to a Fortitude saving throw to survive the attack. If the target succeeds on the save, it instead takes 5d8 points of cold damage and is not exhausted. (The target might die from damage even if it succeeds on the saving throw.) A character attempting to save the victim of a *heartfreeze* spell must use a healing spell or effect on the victim as well as succeed on a DC 26 caster level check, otherwise the victim will succumb to the *heartfreeze* and die.

A creature immune to critical hits and sneak attacks is unaffected by *heartfreeze*.

Material Component: A strip of dried humanoid sinew.

Heat Leech

Necromancy [Cold]
Level: Sorcerer/wizard 2
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Fortitude negates; see text
Spell Resistance: Yes

You plant a tiny sphere of intense cold in the body of a living creature. On each round on your turn (including the round during which you cast the spell), the target must succeed on a Fortitude saving throw or take 1d8 points of cold damage.

Material Component: A leech and a pinch of snow.

Hibernal Healing

Transmutation [Cold]
Level: Cleric 5, druid 4
Components: V, S, Frostfell
Casting Time: 1 round
Range: Personal
Target: You
Duration: Instantaneous
Saving Throw: Fortitude half (harmless)
Spell Resistance: Yes (harmless)

You absorb slush, snow, and ice, channeling the cold energy stored within to cure 10 points of damage per caster level, to a maximum of 150 points at 15th level. The spell melts all slush, snow, and ice within 10 feet of the caster.

Hibernate

Necromancy
Level: Cleric 5, druid 5
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: One living creature
Duration: 1 week/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

You put a creature into a state of suspended animation, slowing its life functions to almost imperceptible levels and allowing a creature to survive for weeks without food or water. This suspension of life functions automatically stabilizes a dying creature, and it can save starving or dehydrated creatures from death. Creatures affected by a *hibernate* spell have a slower metabolism, healing wounds at a rate of just 1 hit point per level per week.

If the target is unwilling, it is entitled a Will saving throw. A successful saving throw negates the effect of the spell; a failure allows the target an additional saving throw whenever it takes damage, when it is splashed with water or other liquids, or when 24 hours pass, whichever comes first.

Ice Assassin

Illusion (Shadow)
Level: Sorcerer/wizard 9
Components: V, S, M, XP
Casting Time: 8 hours

Range: Touch
Effect: One duplicate creature
Duration: Instantaneous
Saving Throw: None; see text
Spell Resistance: No

The *ice assassin* spell is in many ways an improved version of *simulacrum*. Developed by powerful frost mages who have more than their fair share of enemies to fight, an ice assassin is an effective way to destroy an enemy without putting yourself at risk.

An *ice assassin* spell creates a living, breathing creature that is a near-perfect duplicate of an existing creature. The duplicate is formed entirely out of ice, but once the spell is in effect, it appears as an exact duplicate to all but its source, who always sees the ice assassin as an animated ice statue of himself. The ice assassin possesses all the skills, abilities, and memories possessed by the original, but its personality is warped and twisted by an all-consuming need to slay the original. It also constantly uses *locate creature* on its duplicate at a caster level equal to your own. If its quarry is outside the range of this effect, the ice assassin must rely on its own cleverness or advice from you to track the original.

The ice assassin has the cold subtype. Creatures familiar with the original might detect the ruse with a successful Spot check. You must make a Disguise check (gaining a +10 circumstance bonus from the power of the spell) when you cast the spell to determine how good the likeness is.

The ice assassin is under your absolute command. You possess a telepathic link to the ice assassin, and when you concentrate, you receive a clear image of the area surrounding the ice assassin as if you were scrying it. Further, you can have any spell you cast on yourself affect the ice assassin as well; this includes spells with a target of "You" only. These benefits persist as long as you and the ice assassin remain within a mile of each other. If the ice assassin travels beyond this range, it continues to function and seek out its nemesis, but you have no direct control over it.

An ice assassin has no ability to become more powerful; it cannot increase its level or abilities. Damage caused to the ice assassin can be repaired only via a complex process requiring 1 day, 100 gp per hit point, and a fully equipped laboratory. If the ice assassin is reduced to 0 hit points by any damage except for fire damage, it explodes into a burst of icy shrapnel in a 20-foot radius that causes 1d6 points of cold damage for every two caster levels you possess; a successful Reflex saving throw halves the damage. An ice assassin slain by fire damage simply melts into a pool of water.

Material Component: This spell is cast over the ice statue of the creature to be duplicated. Some portion of the creature to be duplicated (hair, nail, and so on) must be placed inside the ice statue as it is constructed. In addition, the spell requires powdered diamond worth 20,000 gp.

XP Cost: 5,000.

Ice Castle

Conjuration (Creation) [Cold]
Level: Sorcerer/wizard 7
Components: V, S, F
Casting Time: 10 minutes
Range: Medium (100 ft. + 10 ft./level)
Effect: Fortress of ice and snow
Duration: 24 hours
Saving Throw: No
Spell Resistance: No

You create a huge castle of ice and snow, fully formed with walls, towers, gates, and battlements and magical wards. The castle includes a single main gate and a sally port, a drawbridge, a 30-foot diameter central tower made of blue ice (see page 80), and one additional tower per 6 levels of the caster. The size of the castle is determined by the location of the towers, which enclose an open courtyard. The maximum perimeter of the structure is 20 feet per caster level.

In addition, you can place any or all of the following three magical effects in the castle.

1. *Icicle* spells in two areas (typically in the gatehouse and in the central tower). Saving Throw: See text. Spell Resistance: No.
2. *Ice slick* spells triggered an intruder steps on the tower stairs. Saving Throw: See text. Spell Resistance: No.
3. *Obscuring snow* in any corridors or rooms, obscuring all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures father away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Saving Throw: None. Spell Resistance: No.

The castle can be created around living creatures, and in this case it rises up from the earth and snow around them. It cannot be "dropped" onto creatures as an offensive spell. The caster may choose to be lifted onto the roof of the central tower by centering the spell on himself.

If the castle is summoned on relatively level ground, a moat of icy water 20 feet wide surrounds the castle. If summoned on sharply sloping ground, an icy crevasse 20 feet wide and 50 feet deep surrounds the castle.

The castle melts slowly whenever the temperature rises above freezing; an ice castle takes 1d6 points of damage each round in a place with temperatures above freezing. When struck by fire spells, the castle is damaged normally.

The castle has 200 hit points per 5-foot section and a hardness of 0. The central tower is made of blue ice which has 300 hit points per 5-foot section and a hardness of 10 Creatures can hit the castle automatically. Fire, including a *fireball* spell and red dragon breath, can melt the ice castle, and it deals full damage to the structure (instead of the normal half damage taken by objects). Suddenly melting an ice castle creates a great cloud of steamy fog that lasts for 10 minutes.

Arcane Focus: A piece of blue ice carved to resemble the desired castle worth 2,000 gp.

Ice Darts

Conjuration (Creation) [Cold]
Level: Bard 2, sorcerer/wizard 2
Components: V, S

Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One or more ice darts
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

A sharp, transparent icicle shoots from your fingertip. You may fire one dart, plus one additional dart for every two levels beyond 3rd (to a maximum of five darts at 11th level). Each dart requires a ranged touch attack to hit and deals 2d4 points of damage, half of which is cold damage.

Ice Rift

Evocation [Cold]
Level: Cleric 6, druid 6, sorcerer/wizard 6
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: 40-ft.-radius spread (S)
Duration: 1 round
Saving Throw: See text
Spell Resistance: No

When you cast *ice rift*, an intense but highly localized tremor rips through the ice. The shock knocks creatures down, collapses structures, opens cracks in the ice, and more. The effect lasts for 1 round, during which time creatures on the ice can't move or attack. A spellcaster on the ice must make a Concentration check (DC 20 + spell level) or lose any spell he or she tries to cast. The ice rift affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an *ice rift* spell depends on the nature of the terrain where it is cast.

Ice or Snow Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 8d6 points of bludgeoning damage to any creature caught under the cave-in (Reflex DC 15 half) and burying that creature in snow. An *ice rift* cast on the roof of a very large ice or snow cavern could also endanger those outside the actual area but below the falling debris.

Edge of a Glacier: Ice rift causes a glacier's edge to crumble, creating a landslide that travels horizontally as far as it fell vertically. An *ice rift* cast at the top of a 100-foot glacier would sweep debris 100 feet outward from the base of the glacier. Any creature in the path takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath rubble (see below).

Open Glacier: Each creature standing in the area must make a DC 15 Reflex save or fall down. Fissures open in the ice, and every creature on the ice has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). At the end of the spell, all fissures grind shut, killing any creatures still trapped within.

Frozen Water: Fissures open in the ice, and every creature on the ice has a 25% chance to fall into the freezing water (Reflex DC 20 to avoid a fissure). Characters who fall into a fissure are immediately subject to hypothermia and take 2d6 points of cold damage from the frigid water. At the end of the spell, all rents in the ice grind shut, sealing any creatures in the icy water beneath (for additional rules on characters in cold water, see Hypothermia, page 10).

Arcane Material Component: A bit of earth and a pinch of snow.

Ice Shape

Transmutation [Cold]
Level: Cleric 3, druid 3, sorcerer/wizard 5
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch
Area: Ice touched, up to 10 cu. ft. + 1 cu. ft./level
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You can form an existing piece of ice into any shape that suits your purpose. For example, you can make an ice weapon, a special trapdoor, or a crude idol. *Ice shape* also permits you to reshape an ice door to make an exit where one didn't exist or to seal a door shut. While it's possible to make crude coffers, doors, and so forth with *ice shape*, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

Arcane Material Component: Slush, which must be spread into roughly the desired shape of the ice object and then touched to the ice while the verbal component is uttered.

Ice Shield

Abjuration
Level: Druid 5, sorcerer/wizard 4
Components: V, S, M, Coldfire
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains damage reduction 15/—. The spell prevents a total of 10 points of damage per caster level (maximum 150 points). While protected by the spell, the creature also has vulnerability to fire and takes half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.

The duration increases to 10 minutes per level when in a frostfell environment.

Material Component: A pinch of sleet.

Coldfire Component: Five ounces of coldfire.

Ice Ship

Conjuration [Creation]
Level: Sorcerer/wizard 4
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. +5 ft./2 levels)
Effect: Creates ship of ice
Duration: 1 hour/level (D)

You create a ship made of ice. The vessel can take one of two forms, depending on your needs at the time. The form is chosen when the spell is cast and cannot be changed.

Ice Runner: This tiny, narrow ship appears with a set of stone runners that carry the ship at speeds of up to 80 mph over any level ice, such as a lake, river, or ocean pack ice. It can carry one Medium creature per caster level, and it cannot move against the

prevailing winds (though it can move at right angles to the wind). Large creatures cannot fit on an ice runner. This form has 40 hit points and a hardness of 3.

Ice Galleon: This sailing vessel can move against the wind at a steady pace of 5 mph, or with the wind at 10 mph. It carries three Medium creatures per caster level, or one Large creature per level. This form has 60 hit points and a hardness of 5.

If the ship is created in an area of temperature above freezing, it immediately begins to melt, taking 1d12 points of damage per hour. Both forms begin to melt or crack slowly during the last hour of the spell regardless of temperature, and disappear into puddles or splinters of ice at the end of the spell's duration.

Material Component: A small glass model of a ship worth at least 200 gp.

Ice Skate

Transmutation
Level: Druid 1, ranger 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 10 min./level (D)
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

You allow a creature to skate across any icy surface, either level or inclined, increasing its base land speed by 60 feet. (This adjustment is treated as an enhancement bonus.) No Balance checks are required for this movement (even during combat on ice) unless the recipient attempts exceptional maneuvers, such as jumping a crevasse or gliding up a frozen waterfall, or takes damage—even then, the recipient gains a +4 enhancement bonus on its Balance check.

Ice Slick

Conjuration (Creation) [Cold]
Level: Cleric 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: One 20-ft. square
Duration: 1 round/level (D)
Saving Throw: See text
Spell Resistance: No

An *ice slick* spell covers a solid surface with a layer of slippery ice. Any creature entering the area or caught in it when the spell is cast must make a successful Balance check or slip, skid, and fall. Those that succeed on the skill check can move at half speed across the surface, or can skate or glide normally. However, those that remain in the area must each make a new skill check every round to avoid falling and be able to move. The DM should adjust skill checks by circumstance. For example, a creature charging down a hill that is suddenly iced has little chance to avoid the effect, but its ability to exit the affected area is almost assured (whether it wants to or not).

Ice to Flesh

Transmutation
Level: Sorcerer/wizard 5
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One frozen creature or a cylinder of ice from 1 ft. to 3 ft. in diameter and up to 10 ft. long
Duration: Instantaneous
Saving Throw: Fortitude negates (object); see text
Spell Resistance: Yes

This spell restores a frozen creature to its normal state, restoring life and goods. The creature must make a DC 15 Fortitude save to survive the process. Any frozen creature, regardless of size, can be restored.

The spell also can convert a mass of ice into a fleshy substance. Such flesh is inert and lacking a vital life force unless a life force or magical energy is available. (For example, an ordinary ice sculpture would become a corpse.) You can affect an object that fits within a cylinder from 1 foot to 3 feet in diameter and up to 10 feet long or a cylinder of up to those dimensions in a larger mass of ice.

Material Component: A cube of ice and a drop of blood.

Ice Web

Conjuration (Creation) [Cold]
Level: Sorcerer/wizard 4
Components: V, S, Coldfire
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Webs of coldfire in a 20-ft.-radius spread
Duration: 10 min./level (D)
Saving Throw: Reflex negates; see text
Spell Resistance: No

Ice web creates a many-layered mass of strong, frigid strands of pure coldfire. These masses must be anchored to two or more solid and diametrically opposed points—floor and ceiling, opposite walls, or the like—or else the *ice web* collapses upon itself and disappears. Creatures caught within the *ice web* become entangled in the strands. Attacking a creature in an *ice web* won't cause you to become entangled.

Any creature moving into or through the spell's area takes 1d6 points of frostburn damage per round.

In addition, anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is entangled, but not prevented from moving, though moving is more difficult than normal (see below). If the save fails, the creature is entangled and can't move from its space, but can break loose by spending 1 round and making a DC 20 Strength check or a DC 25 Escape Artist check. Once loose (either by making the initial Reflex save or a later Strength check or Escape Artist check), a creature remains entangled, but may move through the *ice web* very slowly. Each round devoted to moving allows the creature to make a new Strength check or Escape Artist check. The creature moves 5 feet for each full 5 points by which the check result exceeds 10.

If you have at least 5 feet of *ice web* between you and an opponent, it provides cover. If you have at least 20 feet of *ice web* between you, it provides total cover.

The strands of an *ice web* are immune to damage from cold. Any fire—a torch, burning oil, a flaming sword,

and so forth—can melt 5 square feet of coldfire strands in 1 round.

Ice web can be made permanent with a *permanency* spell. A permanent ice web that is damaged (but not destroyed) regrows in 10 minutes.

Creatures with the cold subtype may pass unimpeded and unharmed through an *ice web.*

Coldfire Component: Two ounces of coldfire.

Iceberg

Evocation [Cold]
Level: Sorcerer/wizard 9
Components: V, S
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: 60-foot radius
Duration: Instantaneous
Saving Throw: None or Reflex half; see text
Spell Resistance: Yes

Iceberg is a brutal and direct spell. When cast, the spell creates a single large block of ice that drops from the sky onto a spot you select. The iceberg then shatters if it encounters a solid surface. Elephant-sized blocks of ice scatter in all directions, affecting nearby creatures based on how far they are from the center of the area.

Within 20 Feet of the Center Point: Any creature or object directly beneath the iceberg takes 20d6 points of crushing damage (no save) and is buried in snow (see page 90).

Between 20 Feet and 40 Feet of the Center Point: Creatures and objects in the middle section of the area also take 20d6 points of crushing damage, but are entitled to a Reflex save for half damage. They are buried in snow (see page 90).

Between 40 Feet and 60 Feet of the Center Point: Creatures in the outermost section may be struck by flying debris for 10d6 points of damage. They are entitled to a Reflex save for half damage, and are not buried regardless of whether the saving throw is successful or not.

Icicle

Abjuration [Cold]
Level: Sorcerer/wizard 2
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: One 10-ft. square section of ceiling or doorframe
Duration: Until discharged (D)
Saving Throw: See text
Spell Resistance: Yes

You create icicles on a ceiling, doorway, or similar overhang. The icicles fall when a creature walks beneath them, dealing 4d6 points of piercing damage. Anyone directly under the area takes this damage with no saving throw. Others within 5 feet of the icicles take half damage, or none if they succeed on a Reflex saving throw.

The caster and any characters you choose can walk under the icicles or through the doorway without triggering the ice attack. Likewise, you can remove the icicles whenever desired. Others can remove them with a successful *dispel magic* or 10 points of fire damage. However, an unsuccessful attempt to dispel or melt the icicles automatically triggers the attack.

Ivory Flesh

Transmutation
Level: Bard 1, druid 1, ranger 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject's flesh and all his equipment turn white, granting him a +5 circumstance bonus on Hide checks in heavy snow or ice areas. In any nonwhite-hued area (including ebony ice), *ivory flesh* instead incurs a –5 penalty on Hide checks.

Leomund's Tiny Igloo

Evocation [Cold]
Level: Sorcerer/wizard 2
Components: V, S, M
Casting Time: 1 standard action
Range: 5 ft.
Effect: 5-ft.-radius sphere, with 1-in.-thick wall/level centered on your location
Duration: 2 hours/level (D)
Saving Throw: None
Spell Resistance: No

You create a small domed snow house with a single entrance passage. Up to one Large or three Medium or twelve Small creatures can fit into the igloo with you; they can freely pass into and out of the hut without harming it.

The temperature inside the igloo is magically warm, at exactly 50° F, and the walls do not melt. The igloo has two features that help arctic survival: a sleeping platform and a lamp. The snow sleeping platform takes advantage of the warm air trapped below the low roof, generated by body heat and a stone lamp. The magical smokeless lamp provides heat for comfort and for cooking.

The igloo also provides protection against the elements, such as wind, snow, and hail. The igloo withstands any wind of less than hurricane force, but a hurricane (75+ mph wind speed) or greater force destroys it.

The loose-packed snow of the igloo has a hardness of 0, and 3 hp per inch of thickness.

Material Component: A small dollop of seal fat or caribou fat.

Mantle of the Icy Soul

Transmutation
Level: Cleric 6, druid 5
Components: V, S, M, XP
Casting Time: 1 standard action
Range: Touch
Area: Creature touched
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Mantle of the icy soul permanently adds the cold subtype to the targeted creature. The skin, hair, and scales of the creature subtly change color to take on an icy blue tint, and its breath does not frost in cold temperatures. The recipient of a *mantle of the icy soul* gains immunity to cold, but has vulnerability to fire, which means that it takes half again as much damage (+50%) as normal from fire regardless of whether a saving throw is allowed, or if it is a success or a failure. There is no change to the creature's Challenge Rating or effective character level. The effects of this spell can be removed by a *limited wish* or *wish*.

Material Component: A handful of ice or snow that must be pressed to the target's body.

XP Cost: 2,000.

Meld into Ice

Transmutation
Level: Cleric 3, druid 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level

Meld into ice enables you to meld your body and possessions into a single block of ice. The ice must be large enough to accommodate your body in all three dimensions. When the casting is complete, you and not more than 100 pounds of nonliving gear merge with the ice. If either condition is violated, the spell fails and is wasted.

While in the ice, you remain in contact, however tenuous, with the face of the ice through which you melded. You remain aware of the passage of time and can cast spells on yourself while hiding in the ice. Nothing that goes on outside the ice can be seen, but you can still hear what happens around you. Minor physical damage to the ice does not harm you, but its partial destruction (to the extent that you no longer fit within it) expels you and deals you 5d6 points of damage. The ice's complete destruction (by damage or thawing) expels you and slays you instantly unless you make a DC 18 Fortitude save.

Any time before the duration expires, you can step out of the ice through the surface that you entered. If the spell's duration expires or the effect is dispelled before you voluntarily exit the stone, you are violently expelled and take 5d6 points of damage.

The following spells harm you if cast upon the ice that you are occupying: *Ice to flesh* expels you and deals you 5d6 points of damage. *Ice shape* deals you 3d6 points of damage but does not expel you. *Thaw* expels you and then slays you instantly unless you make a DC 18 Fortitude save, in which case you are merely expelled. Finally, *pass through ice* expels you without damage.

Mindfrost

Necromancy [Cold]
Level: Sorcerer/wizard 4
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes

This spell freezes the mental pathways of living creatures, dealing 5d6 points of cold damage and 1d4 points of Intelligence damage.

Material Component: A small stone covered in frost.

Move Snow and Ice

Transmutation [Cold, Ice]
Level: Druid 6, sorcerer/wizard 6
Components: V, S, M
Casting Time: See text
Range: Long (400 ft. + 40 ft./level)
Area: Snow or ice in an area up to 750 ft. square and up to 10 ft. deep (S)
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell moves snow and ice. The area to be affected determines the casting time. For every 150-foot square (up to 10 feet deep), casting takes 10 minutes. The maximum area, 750 feet by 750 feet, takes 4 hours and 10 minutes to move.

This spell does not violently break the surface of snow or ice. Instead, it creates wavelike crests and troughs, with glacierlike fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

The spell cannot be used for tunneling and is generally too slow to trap or bury creatures. Its primary use is for digging or adjusting terrain contours before a battle.

This spell has no effect on ice creatures.

Material Component: A mixture of snow and ice in a small bag, and an iron blade.

Numbing Sphere

Evocation [Cold]
Level: Druid 2, sorcerer/wizard 2
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: 5-ft.-diameter sphere
Duration: 1 round/level
Saving Throw: Reflex negates
Spell Resistance: Yes

A sphere of intense cold energy rolls in whichever direction you point and damages those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 1d6 points of cold damage as well as 1d4 points of Dexterity damage to that creature, though a successful Reflex save negates both the cold damage and Dexterity damage. A *numbing sphere* rolls over barriers less than 4 feet tall, such as furniture and low walls. It instantly freezes water it encounters in 5-foot-cube sections, creating chunks of ice in large bodies of water.

The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely remains at rest. The sphere can be destroyed by attacks directed against it. It has 10 hit points and damage reduction 5/–.

The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by extreme cold. It cannot push aside unwilling creatures or batter down large obstacles. A *numbing sphere* winks out if it exceeds the spell's range.

Arcane Material Component: A bit of sponge and a drop of water.

Obedient Avalanche

Conjuration (Creation) [Cold]
Level: Cold 9
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: 20-ft.-radius avalanche of snow, centered anywhere within range; see text
Duration: Instantaneous
Saving Throw: Reflex half; see text
Spell Resistance: No

You summon an avalanche of snow out of a rift in midair, burying your foes and sending them to a frosty death.

The *obedient avalanche* affects creatures differently, depending on where they are in relation to the avalanche.

Within 20 Feet of the Center Point: Creatures take 1d8 points of damage per two caster levels (maximum 10d8) and an additional 1d6 points of cold damage per two caster levels. Creatures who fail their saves are also buried (as described in Avalanches, page 90 of the *Dungeon Master's Guide*). All squares within 20 feet of the center point are covered in heavy snow (see page 94 of the *Dungeon Master's Guide*), which persists as long as ordinary snow would.

Between 20 Feet and 40 Feet of the Center Point: Creatures take half as much damage from the impact of the avalanche as the creatures nearer the center point took (Reflex save negates). Creatures who fail their saves must also resist the force of the snow moving past them as if they were being bull rushed. The snow has a +13 bonus (+5 for effective Strength of 20 and +8 for effectively being Huge) on the bull rush check, and it pushes characters away from the center point of the spell. All squares in the 20-foot to 40-foot ring are covered in light snow, which persists as long as ordinary snow would.

Terrain and Structures: The avalanche uproots small trees and other vegetation automatically, and it leaves a trail of light rubble (as described on page 91 of the *Dungeon Master's Guide*) even after the snow melts. Structures struck by an *obedient avalanche* take 1d610 points of damage.

The *obedient avalanche* extinguishes all flames, whether normal or magical, it touches.

Obedient Avalanche
Half impact and full cold damage (Reflex negates)
1d8 / 2 caster levels
plus 1d6 cold / 2 caster levels
+
If save fails, creature is buried.
Heavy snow
If save fails, +13 bull rush away from center
Light snow
One square equals 5 feet

Obscuring Snow

Conjuration (Creation) [Air, Cold]
Level: Cleric 2, druid 2, sorcerer/wizard 2
Components: V, S
Casting Time: 1 standard action
Range: 30 ft.
Effect: Cloud spreads in 30-ft.-radius from you, 30 ft. high
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

A swirling snow vapor arises around you, and follows you from that point on. The snow obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A strong wind (21+ mph) disperses the snow in 4 rounds. A very strong wind (31+ mph) disperses the snow in 1 round. A *fireball*, *flame strike*, or similar spell burns away the snow in the explosive or fiery spell's area. A *wall of fire* burns away the snow in the area into which it deals damage.

This spell does not function underwater. Creatures with *snowsight* are immune to the effects of this spell.

Pass through Ice

Transmutation
Level: Cleric 5, druid 5
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/level (D)
Saving Throw: Yes (harmless)
Spell Resistance: Yes (harmless)

The transmuted creature is able to pass through ice or snow as easily as water, but not through stone or frozen mud. The creature moves at a speed of 15 feet and can rise or sink into ice at a rate of 5 feet per round.

When a *pass through ice* spell ends, the affected creature is ejected out to the nearest ice surface. If someone dispels *pass through ice* or you dismiss it while a creature is still in the ice, the creatures may be trapped in the ice unless they can reach the nearest surface within a single round of movement. Creatures trapped act as if caught in an *entomb* spell.

Raise Ice Forest

Conjuration (Creation) [Cold]
Level: Druid 7
Components: V, S, DF, Frostfell
Casting Time: 1 round
Range: Long (400 ft. + 40 ft./level)
Area: 20-ft. square of snow/level
Duration: Permanent
Saving Throw: None
Spell Resistance: No

Immediately after casting this spell, ice trees erupt from frostfell regions within the spell's area. The ice trees resemble any type of tree designated by the caster (deciduous, evergreen, oak, or others). Trees have 5-foot-diameter trunks and rise to a height of 15 feet. Three trees appear in each

20-foot-square frostfell region in the area.

Ice Tree: 5 feet thick; hardness 8; hp 80; break DC 45; Climb DC 20.

Shivering Touch

Necromancy [Cold]
Level: Cleric 3, sorcerer/wizard 3
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes

On a successful melee touch attack, you instantly suck the heat from the target's body, rendering it numb. The target takes 3d6 points of Dexterity damage.

Creatures with the cold subtype are immune to the effects of *shivering touch*.

Shivering Touch, Lesser

Necromancy [Cold]
Level: Cleric 1, sorcerer/wizard 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes

Your successful melee touch attack delivers a bitter chill to the target, causing it to shiver uncontrollably for the duration of the spell. Shivering characters take 1d6 points of Dexterity damage.

Creatures with the cold subtype are immune to the effects of *lesser shivering touch*.

Snow Walk

Transmutation
Level: Druid 2, ranger 2, Winter 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Targets: One creature/level touched
Duration: 10 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Illus. by D. Scott

Snow wave

The subjects can walk on top of snow rather than through it, avoiding the usual movement penalties and leaving neither footprints nor scent. Tracking the subject is impossible by nonmagical means, and the gliding along the surface of the snow adds 10 feet to the target creature's land speed. (This adjustment is treated as an enhancement bonus.)

Snow Wave

Conjuration [Cold]
Level: Druid 6
Components: V, S
Casting Time: 1 round
Range: 30 ft.
Area: Cone-shaped burst
Duration: Instantaneous
Saving Throw: Fortitude half and Reflex negates; see text
Spell Resistance: No

You create a wave of snow that knocks creatures in its path prone and deals 4d6 points of crushing damage plus 1d6 points of cold damage to targets caught in the cone. Any creature making a Fortitude saving throw takes only half the cold damage from a *snow wave;* however, it still takes the full crushing damage. In addition, anyone in the area must make a Reflex save or be knocked prone.

Snowdrift

Transmutation
Level: Druid 1, sorcerer/wizard 1
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch
Target: Snow touched, up to 10 cu. ft. +1 cu. ft./level
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You can form existing snow into any shape that suits your purpose. For example, you can make a snowbank for concealment, sculpt a snow statue or idol, open a tunnel in deep snow, or simply cover a set of tracks. *Snowdrift* also permits you to raise snowy barriers around a door or house to prevent vision in or out, or to clog a chimney with snow. Snow cannot be made into weapons with this spell, and *snowdrift* does not affect solid ice in any form.

Arcane Material Component: A pinch of white flour.

Snowsight

Transmutation
Level: Druid 1, ranger 1, Winter 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: Yes (harmless)

The subject gains the ability to see to the normal limits of its vision even in whiteout conditions, and ignores all penalties due to snow glare and snow blindness. *Snowsight* is no better than normal vision. During daylight, this usually means the subject can see to the horizon; at night, vision is restricted to ambient light or darkvision as appropriate for the subject creature. *Snowsight* does not grant creatures the ability to see in darkness.

Snowsong

Enchantment (Compulsion) [Mind-Affecting]
Level: Bard 6
Components: V
Casting Time: 1 standard action
Range: 30 ft.
Area: 30-ft. radius centered on you
Duration: 10 min./level
Saving Throw: Will negates
Spell Resistance: Yes

Snowsong fills the area with a soft snowfall that melts and evaporates on contact with anything solid. When you cast the spell, you must designate all creatures in the area as either allies or enemies.

While the snow falls, allies in the area hear a soft, lilting song that bolsters their spirits and confidence. At the same time, as the snow strikes their bodies, it melts and washes away scars, wounds, and filth. Allies under the effect of the snow gain a +4 morale bonus to Charisma and attack rolls, and a +4 insight bonus to Armor Class. In addition, the snow imparts fast healing 1 and resistance to cold 15 to all affected allies. All melee attacks made by allies in the *snowsong* deal an additional 1d6 points of cold damage.

Enemies in the area of a *snowsong* have a much different experience. To them, the snow is bitterly cold and leaves scabs and angry welts when it lands their skin. They perceive the music as a discordant jangle of crashes, scrapes, and howls. As long as they remain in the area, they suffer a 20% chance of spell failure (for both divine and arcane spells) when casting any spells with a verbal component. Enemies can resist the effects of a *snowsong* with a successful Will saving throw.

These benefits remain in place as long as the spell persists and as long as the target remains in the spell's area. If a creature leaves the spell's area, all effects end for that creature until it returns to the *snowsong*'s area.

Summon Giants

Conjuration (Summoning)
Level: Cleric 8, Winter 8
Components: V, S, F/DF
Casting Time: 1 full round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One or more summoned creatures
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

You summon one or more giants that attack your enemies. They appear where you designate and act immediately, on your turn. The giants attack your opponents to the best of their ability. If you speak Giant, you can direct the giants not to attack, to attack particular enemies, or to perform other actions. Summoned giants act normally on the last round of the spell and disappear at the end of their turn.

Choose a giant kind from the table below.

Type	Number	Align
Hill giants, fiendish	3	CE
Stone giants, celestial or fiendish	2	N
Frost giant, fiendish	1	CE
Fire giant, fiendish	1	LE

Focus: A lock of hair from a giant of the desired kind.

Suppress Flame

Transmutation [Cold]
Level: Sorcerer/wizard 6
Components: V, S, Coldfire
Casting Time: 1 round
Range: Medium (100 ft. + 10 ft./level)
Area: 10-ft. cube/level (S)
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

You imbue an area with a combination of cold and negative energies that suppresses flame. Illumination emitted by fire (torches, continual flame, and so on) is reduced by half. For example, a hooded lantern within the area of a *suppress flame* spell clearly illuminates a 15-foot radius (instead of a 30-foot radius) and provides shadowy illumination in a 30-foot radius (instead of a 60-foot radius).

In addition, all damage caused by fire, including all fire spells and spell-like effects, is reduced to 1 point per die. So, a *fireball* cast by a 10th-level wizard would deal 10 points of fire damage to those who fail their Reflex save or 5 points of fire damage to those who make their Reflex save, rather than 10d6 points of fire damage or half that amount, respectively, outside the confines of a *suppress flame* spell. A caster can make a caster level check (DC 10 + the *suppress flame*'s caster level) to cause normal amounts of damage from fire spells. A new caster level check must be made for each spell cast.

Coldfire Component: Ten ounces of coldfire.

Thaw

Transmutation [Earth, Fire]
Level: Druid 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 10-ft. cube/level
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

All everfrost, slush, snow, mud, and ice in the spell's area are filled with heat. Ice and snow become slush, slush becomes everfrost, and everfrost becomes bog (see page 88 of the *Dungeon Master's Guide*, for information on bogs).

Thin Air

Necromancy [Cold]
Level: Cleric 2, druid 2, sorcerer/wizard 3
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 30-ft.-radius emanation
Duration: 1 min./level
Saving Throw: Fortitude negates
Spell Resistance: No

This spell thins the oxygen in the area, causing creatures caught therein to suffer the effects of extreme altitude sickness. Subjects failing their saves take 1 point of damage to all ability scores because of altitude sickness (see page 90 of the *Dungeon Masters Guide*). Characters acclimated to high altitude receive a +4 competence bonus on their saving throws. Creatures that do not breathe are immune to the effects of the spell.

Wall of Coldfire

Evocation [Cold]
Level: Druid 5, sorcerer/wizard 4
Components: V, S, Coldfire
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Opaque sheet of coldfire up to 20 ft. long/level or a ring of coldfire with a radius of up to 5 ft. per two levels; either form 20 ft. high
Duration: Concentration + 1 round/level
Saving Throw: None
Spell Resistance: Yes

An immobile, opaque curtain of frosty coldfire springs into existence. One side of the wall, selected by you, sends forth waves of cold, dealing 2d4 points of cold damage to creatures within 10 feet and 1d4 points of cold damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears and on your turn each round to all creatures in the area. In addition, the wall deals 2d6 points of frostburn damage +1 point of frostburn damage per caster level (maximum +20) to any creature passing through it.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall.

The opaqueness of the coldfire grants concealment (20% miss chance) against attacks made from the opposite side of the wall. If any 5-foot length of wall takes 20 points of fire damage or more in 1 round, that length goes out. (Do not divide fire damage by 4, as for normal objects.)

Wall of coldfire can be made permanent with a *permanency* spell. A permanent *wall of coldfire* that is extinguished by fire damage becomes inactive for 10 minutes, then reforms at normal strength.

Coldfire Component: Three ounces of coldfire.

Waves of Cold

Necromancy [Cold]
Level: Sorcerer/wizard 6
Components: V, S, Coldfire
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped burst
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

Waves of frigid energy render all creatures with the fire subtype in the spell's area shaken for the duration of the spell. Any creature with the cold subtype caught in the area of this spell loses its immunity to cold for the duration of the spell. Whether or not a creature makes its saving throw, it becomes immune to further castings of this spell for 24 hours.

Coldfire Component: Two ounces of coldfire.

Whiteout

Conjuration (Creation) [Cold]
Level: Druid 7
Components: V, S
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Effect: Cloud centered on target spreads 120 ft. and is 20 ft. high
Duration: 1 hour/level
Saving Throw: None (see text)
Spell Resistance: No

A swirling snow and a strong wind arise around you or a creature you designate, and follows you or the creature from that point on. Characters in whiteout conditions take a –2 penalty to AC, lose any Dexterity bonus to AC, move at half speed, and take a –4 penalty on Dexterity-based skill checks, as well as Search, Spot, and any other checks that rely on vision. The character also gains total concealment (50% miss chance). These effects end when the character leaves the area of whiteout. Whiteout conditions stack with wind and snowfall. Visibility is 5 feet.

In addition, any creature trying to move within the effects of this spell must make a Survival check (DC 10 + caster level) every move action or wander lost inside the *whiteout.* A creature that fails can't leave the area, but can move around within it. Groups of creatures roped or otherwise physically held together can use the lead creature's Survival check and stay together. A new check can be made once per minute.

Winter's Embrace

Evocation [Cold]
Level: Cleric 4, druid 3, Winter 3
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: One creature
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

Winter's embrace covers the victim with sheets of ice and lumps of snow. If the subject succeeds on its Fortitude save, the ice and snow instantly slough from its body, causing a mere 1d4 points of cold damage and ending the effect. If the subject fails its saving throw, the ice and snow cling tenaciously to its body and cause 1d8 points of cold damage each round. On the subject's action each round, it can attempt a new Fortitude saving throw to avoid taking damage that round. If a creature takes damage twice from a single casting of *winter's embrace,* it becomes fatigued. The fourth time a creature takes damage from the same spell, it becomes exhausted.

Zone of Glacial Cold

Conjuration [Cold]
Level: Druid 2, ranger 2, sorcerer/wizard 2
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: 20-ft. radius
Duration: 1 round/level
Saving Throw: Fortitude half
Spell Resistance: No

You create a zone of icy cold within the spell's area, dealing 1d6 points of cold damage per round.

Arcane Material Component: A snowball.

EPIC SPELLS

Epic-level characters in the frostfell can choose spells from the following list. Spells with the coldfire factor require coldfire as a component and their DCs are reduced by 1 for each ounce of coldfire needed to cast the spell.

E: This spell originally appeared in the *Epic Level Handbook*

Animus Blast[E]

Evocation [Cold]
Spellcraft DC: 50
Components: V, S
Casting Time: 1 standard action
Range: 300 ft.
Area: 20-ft.-radius hemisphere burst
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
To Develop: 450,000 gp; 9 days; 18,000 XP. Seeds: *energy* (DC 19), *animate dead* (DC 23). Factors: set undead type to skeleton (–12 DC), 1-action casting time (+20 DC).

When this spell is cast, you can engulf your enemies in a *coldball* that deals 10d6 points of cold damage to each one. Up to twenty of those victims that perish as a result of the blast are then instantly animated as Medium skeletons. These skeletons serve you indefinitely. You cannot exceed the normal limit for controlling undead through use of this spell, but other means that allow you to exceed the normal limit for controlled undead work just as well with undead created with *animus blast*.

Animus Blizzard[E]

Evocation [Cold]
Spellcraft DC: 78
Components: V, S
Casting Time: 1 minute
Range: 300 ft.
Area: 20-ft.-radius hemisphere burst
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
To Develop: 702,000 gp; 15 days; 28,080 XP. Seeds: *energy* (DC 19), *animate dead* (DC 23). Factors: increase damage to 20d6 (+40 DC), set undead type to wight (–4 DC).

When this spell is cast, you can engulf your enemies in an unusually powerful burst of cold that deals 20d6 points of cold damage to each one. Up to five victims that perish as a result of the blast are then instantly animated as wights. These five wights serve you indefinitely. You cannot exceed the normal limit for controlling undead through use of this spell, but other means that allow you to exceed the normal limit for controlled undead work just as well with undead created with *animus blizzard*.

Coldfire Blast

Evocation [Cold]
Spellcraft DC: 93
Components: V, S, Coldfire
Casting Time: 1 standard action
Range: 300 ft.
Area: 40-ft.-radius hemisphere burst
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
To Develop: 837,000 gp; 17 days; 33,480 XP. Seed: *energy* (emanate 2d6 cold in 10-ft. radius) (DC 19). Factor: 1-action casting time (+20 DC), increase area by 100% (+4 DC), increase damage to 40d6 (+60 DC), coldfire component (–10 DC).

You blast all creatures in the spell's area with unusually intense cold, dealing 40d6 points of frostburn damage to each one.

Material Component: 10 ounces of coldfire.

Dire Winter[E]

Evocation [Cold]
Spellcraft DC: 319
Components: V, S, XP
Casting Time: 1 minute
Range: 1,000 ft.
Area: 1,000-ft.-radius emanation
Duration: 20 hours
Saving Throw: None
Spell Resistance: No
To Develop: 2,871,000 gp; 58 days; 114,840 XP. Seed: energy (emanate 2d6 cold in 10-ft. radius) (DC 19). Factor: 100 times increase in base area (+400 DC). Mitigating factor: burn 10,000 XP (–100 DC).

You summon winter. The creature or object you target emanates bitter cold to a radius of 1,000 feet for 20 hours. The emanated cold deals 2d6 points of cold damage per round against unprotected creatures (the target is susceptible if not magically protected or otherwise resistant to the energy). The intense cold freezes water out of the air, causing constant snowfall and wind. The snow and wind produce a blizzard effect within the area.

XP Cost: 10,000 XP.

Ice Age

Transmutation [Cold]
Spellcraft DC: 323
Components: V, S
Casting Time: 1 minute
Range: 0 ft.
Area: 20-mile-radius emanation
Duration: Permanent
Saving Throw: None
Spell Resistance: No
To Develop: 2,907,000 gp; 59 days; 116,280 XP. Seed: *transform* (DC 21). Factor: change target to area (+2 DC), 100 times increase in base area (+400 DC). Mitigating factor: burn 10,000 XP (–100 DC).

You summon an ice age. A massive glacier fills a 20-mile-radius area, covering the surface (land, water, and so forth). The temperature drops by 100 degrees (or to 0° F, whichever results in the lower temperature). All water in the air instantly freezes, creating a blizzard that lasts until *ice age* is dispelled. This can only be done with a *superb dispelling* spell (see page 87 of the *Epic Level Handbook*).

XP Cost: 10,000 XP.

PSIONICS

If you have the *Expanded Psionics Handbook*, you may wish to incorporate frostfell psionic characters, creatures, and powers into your game. Powers from the *Expanded Psionics Handbook* especially useful in a frostfell environment include *adapt body, body equilibrium, control flames, energy barrier* [cold], and *energy conversion* [cold].

NEW PSION/WILDER POWERS

1st-Level Psion/Wilder Powers

Slow Breathing: Gain a +4 competence bonus on saving throws against altitude sickness.

2nd-Level Psion/Wilder Powers

Energy Emanation: Deals 1d6 points of chosen energy damage to creatures surrounding you.

4th-Level Psion/Wilder Powers

Energy Flash: Touch deals 7d6 of chosen energy damage to foe.

6th-Level Psion/Wilder Powers

Mind over Energy: Gain brief immunity to chosen energy type.

KINETICIST (PSYCHOKINESIS) DISCIPLINE POWERS

5 **Energy Nullification Field:** Suppresses psionic powers with chosen energy descriptor.

NEW PSYCHIC WARRIOR POWERS

1st-Level Psychic Warrior Powers

Slow Breathing: Gain a +4 competence bonus on saving throws against altitude sickness.

2nd-Level Psychic Warrior Powers

Energy Emanation: Deals 1d6 points of chosen energy damage to creatures surrounding you.

6th-Level Psychic Warrior Powers

Mind over Energy: Gain brief immunity to chosen energy type.

New powers are described below, using the format presented in the *Expanded Psionics Handbook*.

Energy Emanation

Psychokinesis [see text]
Level: Psion/wilder 2, psychic warrior 2
Display: Visual
Manifesting Time: 1 standard action
Range: 5 ft.
Target: 5-ft.-radius emanation, centered on you
Duration: 1 round/level
Saving Throw: Fortitude half
Power Resistance: Yes
Power Points: 3

You expel concentrated energy from your body, dealing 1d6 points of energy damage to all creatures within the area every round. Creatures in the area must make a new Fortitude save each round. The energy is the type you choose: cold, electricity, fire, or sonic. Once chosen, you emanate the same energy type for the power's duration.

Cold: This energy type deals +1 point of damage per die.

Electricity: This energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: This energy type deals +1 point of damage per die.

Sonic: This energy type deals –1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every 3 additional power points you spend, this power's damage increases by one die (d6). For each extra die of damage, this power's save DC increases by 1.

Energy Flash

Psychokinesis [see text]
Level: Psion/wilder 4
Display: Visual
Manifesting Time: 1 standard action
Range: Touch
Target: Touched creature, or up to 1 cu. ft. of water/level
Duration: Instantaneous
Saving Throw: Fortitude half
Power Resistance: Yes
Power Points: 7

On a successful touch attack, you deal 7d6 points of damage to the creature touched, doing either cold, electricity, fire, or sonic damage. In addition to the energy damage, on a failed Fortitude save (the same save that determines full or half damage), a target is dazed for 1 round.

Cold: This energy type deals +1 point of damage per die.

Electricity: This energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: This energy type deals +1 point of damage per die.

Sonic: This energy type deals –1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

Energy Nullification Field

Psychokinesis [see text]
Level: Kineticist 5
Display: Visual and auditory
Manifesting Time: 1 standard action
Range: 10 ft.
Area: 10-ft.-radius emanation, centered on you
Duration: 10 min./level (D)
Saving Throw: None
Power Resistance: See text
Power Points: 9

An invisible field of energy surrounds you. This power functions

like *null psionics field*, but applies only to powers with the energy descriptor you choose when you first manifest this power: cold, electricity, fire, or sonic.

Mind over Energy

Psychometabolism
Level: Psion/wilder 6, psychic warrior 6
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level
Saving Throw: None
Power Resistance: No
Power Points: 11

You mentally reinforce your living tissue with pure psionic will, gaining immunity to the energy type you choose for the duration of the power: cold, electricity, fire, or sonic.

Slow Breathing

Psychometabolism
Level: Psion/wilder 1, psychic warrior 1
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level
Saving Throw: None (harmless)
Power Resistance: No (harmless)
Power Points: 1

You reduce the need for oxygen in your body, increasing your ability to become acclimated to the thin air of high altitude. You gain a +4 competence bonus on saving throws against altitude sickness (see page 90 of the *Dungeon Master's Guide*).

Augmentation: For every additional power point you spend, the competence bonus increases by 2.

MAGIC ITEMS

This section details new magic items, from relatively ordinary objects that aid in surviving in a frostfell to near-artifacts capable of shrouding the land in wintry conditions.

Crystal Tear (Minor Artifact): Legends hold that when Iborighu smote down Hleid and cast her fractured body into the polar sea, she cried for the loss to the uldra race. As her body arced over the polar world to the sea, these tears fell to the ground and became frozen, and some of Hleid's divine power and emotion became frozen along with them and became *crystal tears*.

A *crystal tear* looks like a large tear made of ice with flashes of light sparkling in its depths. These are potent minor artifacts; their presence constantly exudes a strong emotional magical effect (as a 20th-level caster) in an emanation with a 15-foot radius. As a free action, the holder of the tear can choose to produce either *crushing despair* or *good hope*. Once an effect is chosen, it operates until the holder changes it. The tear continues to emanate the last emotion the holder chose if the holder puts down the tear. The holder can decide as a free action what creatures in the area are affected.

Living creatures in the emanation can attempt a DC 16 Will save to avoid the emanation's effects. Those who fail suffer whatever effect the tear is currently producing, for as long as they remain within the radius of the emanation and for 1 minute after leaving. Those who successfully save cannot be affected by the tear's current emanation for 1 minute (but must save again if the holder changes the effect).

The holder of the tear finds that his own emotions are completely "drowned out" by the presence of the tear; this effectively keeps the user from experiencing any emotions at all (incurring a –2 penalty on all Charisma-based skill checks), but also has the fortunate side effect of rendering him completely immune to mind-affecting spells and abilities.

Overlapping emanations from multiple crystal tears do not stack if they generate identical emotions.

Crystal tears do not melt if brought to warmer climates or if exposed to heat or flame; they always retain a cool temperature regardless of their environs. Despite this, the owner of a crystal tear can cause the tear to melt into liquid by targeting it with a spell that is of at least 5th level and carries the fire descriptor. The spell cast is absorbed completely by the tear, which then melts immediately and evaporates in 2d4 rounds. If the melted tear is imbibed before it evaporates, it grants a +4 inherent bonus to one of the drinker's ability scores. The exact score to which the bonus is applied is determined randomly, although it does not apply to a score that already possesses an inherent bonus. If all the drinker's scores already possess an inherent bonus, the +4 inherent bonus applies to the score with the lowest bonus.

Strong enchantment; CL 20th; Weight 4 lb.

Frostfell Figurine of Wondrous Power: Each of the several kinds of *frostfell figurines of wondrous power* appears to be a miniature statuette of a creature an inch or so high. When the figurine is tossed down and the correct command word spoken, it becomes a living creature of normal size. The creature obeys and serves its owner. The creature understands Common but does not speak.

If a *frostfell figurine of wondrous power* is broken or destroyed in its statuette form, it is forever ruined. All magic is lost, its power departed. If slain in animal form, the figurine simply reverts to a statuette that can be used again at a later time.

Frostfell figurines of wondrous power differ from the standard *figurines of wondrous power* in that they are always quite cold to the touch. A character who carries a *frostfell figurine of wondrous power* gains resistance to cold 10 as long as it is in figurine form.

Basalt Glyptodon: When animated, a *basalt glyptodon* acts in all ways like a normal glyptodon under the command of its possessor. Unlike a normal glyptodon, a *basalt glyptodon* has damage reduction 5/—. The item can be used once per week for up to 6 hours per use. When 6 hours have passed or when the command word is spoken, a *basalt glyptodon* once again becomes a tiny statuette.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects, stoneskin;* Price 32,000 gp.

Coral Zeuglodon: A *coral zeuglodon* can only be animated in any body of water large enough to hold the actual creature; it must be thrown into the water and the command word spoken immediately for it to animate. If the command word is not spoken, the *coral zeuglodon* sinks to the bottom. A *coral zeuglodon* remains brightly colored when animated, and acts in all ways like a normal zeuglodon under the command of its possessor, except that it has a swim speed of 120 feet. The item can be used up to twice per week for up to 4 hours per use. When a *coral zeuglodon* returns to figurine form, it magically reappears in the hand of its owner, despite any physical distance between the two. If the owner is dead or on another plane, a *coral zeuglodon* instead sinks to the bottom of the sea when it returns to figurine form.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects;* Price 42,000 gp.

Diamond Ice Toad: A *diamond ice toad* acts as a normal ice toad when animated, except that it remains transparent and crystalline in appearance. It remains under the command of its possessor, and gains the benefits of concealment (20% miss chance) due to its transparent nature. It can be activated up to two times per week for 1 hour per use.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects, blur;* Price 33,000 gp.

Iron Megaloceros: When animated, an *iron megaloceros* acts in all ways like a normal megaloceros under the command of its possessor, except that it is a construct made of iron. It possesses damage reduction 5/adamantine, and has immunity to poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to extra damage from critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but can be repaired. An *iron megaloceros* has darkvision 60 ft. and low-light vision. It has no Constitution score, but it does have 10-sided Hit Dice and 30 bonus hit points, granting it 63 hit points total. It can be affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell. It functions in all other ways like a standard megaloceros. The item can be used up to twice a week for up to 6 hours per use.

Moderate transmutation; CL 11th; Craft Wondrous Item, Craft Construct, *animate objects;* Price 27,000 gp.

Malachite Smilodon: When animated, a *malachite smilodon* acts in all ways like a normal smilodon under the command of its possessor, except that its fangs are exceptionally sharp. They threaten a critical hit on a roll of 17–20, and do ×3 damage on a successful critical hit. The item may be used once per day for up to 2 hours. If slain in animal form, a malachite smilodon cannot be brought back from statuette form for one full week.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects, keen edge;* Price 36,000 gp.

Gloves of the Uldra Savant: *Gloves of the uldra savant* are made of a pale blue metal and are adorned with light blue runes. The plates that make up the gauntlets always seem to be caked with frost and ice. The wearer of *gloves of the uldra savant* can create a *ray of frost* at will as a standard action.

Three times per day, the user may imbue any melee weapon held in her hand with the frost special ability as a standard action; this causes the weapon to do an additional 1d6 points of cold damage on a successful hit. The weapon retains this quality for 5 rounds.

Faint evocation and transmutation; CL 5th; Craft Wondrous Item, *frost weapon, ray of frost;* Price 12,700 gp; Weight 2 lb.

Iceheart, Minor: This fist-sized lump of magical ice has been infused with the storms and bitter cold of winter. On command, a *minor iceheart* can produce the following effects:

- *Ray of frost* (at will)
- *Fog cloud* (3/day)
- *Sleet storm* (3/day)

Faint evocation; CL 5th; Craft Wondrous Item, *fog cloud, ray of frost, sleet storm,* creator must be an uldra or a winterhaunt of Iborighu; Price 24,000 gp; Weight 1 lb.

Iceheart, Major: A *major iceheart* looks similar to a *minor iceheart,* except that it is constantly surrounded by a swirling vortex of snow and ice to a radius of 1 foot. Creatures holding a *major iceheart* take 1d4+1 points of cold damage per round as the powerful magic of the device leeches heat from the body. On command, a *major iceheart* can be used to produce the following effects:

- *Ray of frost* (at will)
- *Cone of cold* (3/day)
- *Fog cloud* (3/day)
- *Ice storm* (3/day)
- *Sleet storm* (3/day)
- *Polar ray* (1/day)
- *Fimbulwinter* (1/day, see below)

A *major iceheart's* most awesome power is the ability to create a *fimbulwinter* once per day. A *major iceheart* casts this spell automatically each day at sunset, unless it has already been used that day to create a *fimbulwinter.* Thus, the mere presence of a *major iceheart* generates a 15-mile-radius zone of eternal winter; the majority of frostfell regions that appear in temperate or tropical climates are the result of the introduction of a *major iceheart* into the region.

Strong transmutation; CL 15th; Craft Wondrous Item, *cone of cold, fimbulwinter, fog cloud, ice storm, polar ray, ray of frost, sleet storm,* creator must be an uldra or a winterhaunt of Iborighu; Price 140,000 gp; Weight 1 lb.

Icicle Rod: An *icicle rod* looks like nothing more than a 3-foot-long icicle. The rod remains cold to the touch at all times but never melts. While it is held, the wielder gains resistance to cold 10. It may be wielded in melee as a *+1 frost short sword.*

Three times per day the wielder may fire a small icicle from the rod as a standard action. This icicle has a maximum range of 1,000 feet, and attacks made with it are resolved as ranged touch attacks that do 2d4 points of cold damage on a hit. Once it hits, the icicle quickly begins to spread frost and ice over the target, doing an additional 2d4 points of cold damage each round for a total of five additional rounds after the initial hit.

An *icicle rod* can also produce these additional effects:

- *Entomb* (1/day)

- Maximized *ice storm* (1/day)

Strong evocation (cold); CL 15th; Craft Rod, Craft Magic Arms and Armor, Maximize Spell, *entomb, ice storm, resist elements*; Price 120,000 gp.

Instant Igloo: An *instant igloo* looks like an unremarkable snowball, except that it does not melt in high temperatures. If hurled to the ground at any point within 20 feet, it transforms into a large igloo. The igloo is identical to that created by the spell *Leomund's tiny igloo*, except that the igloo created has a 10-foot radius and can contain up to 2 Large, 8 Medium, 32 Small, or 128 Tiny or smaller creatures. The igloo lasts for 16 hours before transforming back into its snowball form, at which point it cannot be used again for another 8 hours.

Faint evocation; CL 7th; Craft Wondrous Item, Widen Spell, *Leomund's tiny igloo*; Price 11,000 gp.

Mantle of Hidden Faith: This plain gray mantle shields your faith, alignment, and patron deity from magical detection as long as it is worn. It does not provide any bonuses to skill checks used to disguise or lie about your faith and beliefs.

Faint abjuration; CL 3rd; Craft Wondrous Item, *undetectable alignment*; Price 15,000 gp.

Pick of Iceparting: This *+2 cold bane heavy pick* can score critical hits against creatures of the cold subtype normally immune to critical hits.

Once per day, a *pick of iceparting* can be swung at an icy surface (such as a glacial wall, the surface of a frozen lake, or an iceberg) as a standard action. Three tiny fractures radiate out from the point you struck toward any three points within 50 feet; these three points can be chosen by you but must be connected to the initial impact point by a solid sheet of ice. When the cracks reach their targets, they cause the ice located there to explode violently. Any creature within 5 feet of this explosion takes 3d6 points of piercing damage (Reflex DC 14 half).

Medium evocation; CL 8th; Craft Magic Arms and Armor, *crack ice, summon monster I*; Price 30,000 gp; Cost 14,600 gp + 1,168 XP; Weight 6 lb.

Ring of the Icy Soul: This ring seems to be made of ice, but never melts in even the hottest temperature. As long as this ring is worn, you gain the cold subtype. You gain immunity to cold, but have vulnerability to fire. You take half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or a failure.

Medium transmutation; CL 9th; Forge Ring, *mantle of the icy soul*; Price 100,000 gp.

Ring of Floating: This clear crystal ring seems slightly cold when worn. As long as this ring is worn, you float upon any liquid or similar surface, and cannot swim below the surface. If you are underwater when you put this ring on, you rise toward the surface at a speed of 30 feet.

Faint transmutation; CL 1st; Forge Ring, *float*; Price 2,000 gp.

Ring of the White Wyrm: A *ring of the white wyrm* is fashioned from the tooth of a great wyrm white dragon. The ring can produce the following effects on command:

- *Icewalking* (at will): As *spider climb*, but the surfaces the wearer climbs must be icy.
- *Freezing fog* (2/day): As *solid fog*, but the effect also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a *grease* spell. The wearer of the ring is immune to the *grease* effect because of the *icewalking* power the ring imparts.
- *Wall of ice* (1/day)

In addition, the wearer gains the ability to speak and understand the Draconic language as long as the ring is worn, and the ring grants the wearer resistance to cold 10.

The primary function of the ring, however, is to infuse the wearer with the energy and power of a dragon. Once per day, the wearer may call upon the ring to transform herself into a half-dragon. This is a full-round action that provokes attacks of opportunity, and the transformation lasts for 1 hour. While transformed, the wearer gains the following benefits:

- +4 natural armor bonus to AC.
- Bite and claw attacks as a half-dragon of the same size as the wearer.
- Breath weapon usable once per transformation (30-ft. cone, 3d6 cold damage, Reflex DC 16 half).
- Immunity to cold.
- +8 Strength, +2 Constitution, +2 Intelligence, +2 Charisma. These bonuses are considered racial bonuses and stack with other racial bonuses the wearer may have.

The ring's transformation power also changes the wearer's appearance into a draconic form. The wearer's general shape and size does not change, although her equipment is altered in shape so it can still be utilized. Unlike *polymorph*, the user's equipment does not merge with the new form; it remains in place and fully functional while the user is in half-dragon form. Dragons and half-dragons cannot benefit from the effects of the ring's transformation powers, although they can utilize the ring's other abilities.

Rumors abound that other rings exist that are keyed to different dragons, granting different powers.

Strong transmutation; CL 13th; Forge Ring, *polymorph, protection from elements, wall of ice, solid fog, spider climb*, creator must be a dragon or half-dragon; Price 64,000 gp.

Rod of Piercing Cold: This short rod appears to be made entirely out of ice, and comes to a needle-sharp point at one end. It can be used as a *+2 frost dagger* in combat. Up to three times per day, the owner of a *rod of piercing cold* can enhance one spell cast with the Piercing Cold metamagic feat, with no alteration to the spell's effective level. This rod is a *metamagic rod*; a caster may only use one *metamagic rod* on a spell at a time. Normal *rods of piercing cold* can be used with spells of 6th level or lower. *Lesser rods of piercing cold* can be used with spells of 3rd level or lower, while *greater rods of piercing cold* can be used with spells of 9th level or lower.

Strong (no school); CL 17th; Craft Rod, Piercing Cold; Price 21,430 gp (lesser), 29,300 gp (normal), 42,800 gp (greater); Cost 10,500 gp + 840 XP (lesser), 14,500 gp + 1,160 XP (normal), 21,400 gp + 1,700 XP (greater).

Simulacrum Elixir: This small vial of clear fluid contains a potent magical charge. When the contents are poured over a body part (which can be as small as a fingernail clipping or a single hair), the liquid quickly grows in volume and

transforms into a simulacrum of the creature from which the body part came. The simulacrum functions as the spell of the same name, and remains under the absolute command of the person who created it. The simulacrum to be created cannot be a duplicate of a creature with more than 26 HD or levels, and its likeness to the original creature is crude at best. A vial of *simulacrum elixir* contains enough fluid to create one simulacrum.

Strong illusion (shadow); CL 13th; Craft Wondrous Item, *simulacrum*; Price 21,000 gp.

Skull Talisman: The craft of creating skull talismans was originally pioneered by the primitive races that live in the frostfell. Potions tend to freeze in the cruel temperatures of the frostfell, so the skull talisman was invented to provide a replacement.

A skull talisman can be used only once. The size of the creature's skull used in creation of the talisman determines the maximum level of spell that can be stored in it. A Small skull can store a spell of up to 3rd level. A Medium Skull can store a spell of up to 6th level. A Large skull can store a spell of up to 9th level. Only spells that target one or more creatures can be stored in a skull talisman.

Physical Description: A skull talisman appears as the rune-covered skull of a creature of at least Small size; usually talismans are made of animal skulls, but particularly savage tribes and cruel individuals enjoy making them from their slain enemies.

A Small skull talisman has AC 7, 5 hit points, hardness 2, and a break DC of 20. A Medium skull talisman has AC 5, 10 hit points, hardness 5, and a break DC of 25. A Large skull talisman has AC 4, 25 hit points, hardness 10, and a break DC of 30. A skull talisman carried by a creature has the same effective AC as the creature carrying it. A creature that controls possession of a skull talisman can automatically break it with one hand by taking a standard action to do so; the AC and break DCs listed above are for those who try to strike or break an unattended skull talisman or a skull talisman held by another creature.

Identifying Skull Talismans: A skull talisman is covered with mystical runes and magic symbols; the exact spell stored in a skull talisman can be determined with a successful Spellcraft check (DC 20 + spell level); a *read magic* spell identifies the stored spell automatically.

Activation: A skull talisman produces its effect when it is purposefully destroyed by crushing it, either by smashing it with a weapon or crushing it in one hand. The stored spell affects the person who destroyed it. If you have a skull talisman in your uncontested possession, you can automatically destroy it by crushing it with your hand, foot, or body. This is a standard action that provokes attacks of opportunity. If you do not have a skull talisman in your possession, you can destroy it by dealing enough damage to it. In order to gain the effects of a spell stored in a skull talisman, the skull must be within 5 feet of you when it is broken; otherwise, the stored spell dissipates harmlessly.

Skull talismans are like spells cast upon the one who destroys the talisman. The character destroying the skull talisman doesn't get to make any decisions about the effect—the creator of the talisman has already done so. The destroyer is both the effective target and the caster of the effect (though the skull talisman indicates the caster level, the destroyer still controls the effect).

Skull Talisman Descriptions: Because skull talismans are simply spells stored in a magically prepared skull, refer to the appropriate spell description for all pertinent details. The caster level for a standard skull talisman is the minimum caster level needed to cast the spell.

Staff of the Iceberg: This staff looks like a jagged lance of solid ice topped with a tangled mass of ice crystals. It allows the use of the following spells:

- *Snow walk* (1 charge)
- *Entomb* (2 charges)
- *Ice ship* (2 charges)
- *Ice castle* (3 charges)
- *Iceberg* (5 charges)

The staff may be used as a weapon, functioning as a +2 *icy burst quarterstaff* (only one end of the staff bears this magic). It also allows its wielder to move across icy surfaces without fear of slipping or falling. These two abilities continue to function after all the charges are expended.

Strong evocation (cold); CL 17th; Craft Staff, Craft Magic Arms and Armor; *entomb, ice castle, ice ship, iceberg, snow walk;* Price 138,000 gp.

Staff of Winter: This staff is made of bleached white wood; the end is a large crystalline snowflake. It allows the use of the following spells:

- *Boreal wind* (1 charge)
- *Obscuring snow* (1 charge)
- *Winter's embrace* (1 charge)
- *Whiteout* (2 charges)

Strong conjuration; CL 13th; Craft Staff, *boreal wind, obscuring snow, whiteout, winter's embrace;* Price 58,000 gp.

Vial of Icy Sheets: The *vial of icy sheets* contains a clear fluid that creates a region of slippery ice when its contents are poured upon the ground (a standard action). The fluid spreads from the point of origin to a radius of 10 feet, coating the ground with a thin sheet of slippery ice. All creatures caught in this area must make a DC 11 Reflex save or slip and fall. Those that successfully save can move at half speed across the surface. Those that remain in the area must make a new saving throw each round to avoid falling and to be able to move.

Alternatively, the vial's contents can be poured upon an object. This encases the object with slippery ice, and if the object is carried or wielded, its wielder must make a DC 11 Reflex save to avoid dropping the item. A new saving throw must be made each round the item is grasped.

Icy sheets last for 5 rounds before they evaporate away into nothingness. A *vial of icy sheets* automatically replenishes its supply of liquid once every day.

If the contents of a *vial of icy sheets* are swallowed, the ice coats the mouth, throat, and stomach of the poor fool who drank it. This causes 6d6 points of cold damage (Fortitude DC 20 half).

Faint conjuration; CL 1st; Craft Wondrous Item, *ice slick;* Price 2,000 gp; Weight 1 lb.

Illus. by D. Griffith

As if dangerous terrain, deadly cold, and howling winds were not enough, the frostfell is also home to a variety of unusually powerful and aggressive monsters. Whether the harsh conditions of the frostfell breed monsters of unusual ferocity, or the fierce deities of the northlands choose to fill their frozen domain with creatures strong enough to thrive there, the frostfell is not a place to be traveled lightly.

Many of the creatures in this chapter have the cold subtype, allowing them to live and roam across the arctic terrain. As a reference aid, that information is repeated here.

Cold Subtype (Ex): A creature with the cold subtype has immunity to cold. It has vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or a failure.

BRANTA

Large Magical Beast (Cold)
Hit Dice: 3d10+9 (25 hp)
Initiative: +2
Speed: 50 ft. (10 squares)
Armor Class: 14 (–1 size, +2 Dex, +3 natural)
Base Attack/Grapple: +3/+11
Attack: Gore +6 melee (1d8+4)
Full Attack: Gore +6 melee (1d8+4) and 2 hooves +1 melee (1d4+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: Improved grab, toss
Special Qualities: Darkvision 60 ft., immunity to cold, low-light vision, scent, surefooted, vulnerability to fire
Saves: Fort +6, Ref +5, Will +2
Abilities: Str 18, Dex 15, Con 16, Int 2, Wis 12, Cha 6
Skills: Balance +2 (+6 on ice or snow), Jump +14, Listen +5, Spot +5
Feats: Alertness, Run
Environment: Cold forests
Organization: Solitary, pair, or hala (3–8)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 4–6 HD (Large)
Level Adjustment: —

This horselike creature has a long neck and thick, powerful legs, which seem to end in clublike feet. The top of its head is a massive ridge of bone, ending in two parallel nose-horns. Its neck and shoulders are corded with muscle.

Branta

Illus. by D. Scott & M. Cotie

Brantas are fleet-footed herbivores preyed upon by many frostfell creatures. Surefooted and sturdy, they bolt when they sense danger.

No one has succeeded in domesticating brantas, but both orcs and dragons have walled in branta herds by blocking off mountain valleys to trap them. Branta flesh is a tight, light-hued, nourishing meat. Found wandering in all but the rockiest or most dense forest terrain, brantas prefer to munch on high vegetation, where their raised heads can survey their surroundings.

COMBAT

Brantas spring into flight at any sign of approaching peril, but if they see no clear route of escape, they rear, skid into a tight turn, and lower their heads to charge.

Improved Grab (Ex): To use this ability, the branta must hit a Medium or smaller foe with a gore attack. If it gets a hold, it tosses its opponent.

Toss (Ex): Brantas vigorously shake any creature caught in their horns and fling it in a random direction. Resolve the toss as a bull rush maneuver (+8 check modifier), except that there is no attack of opportunity, since the branta has already grabbed its foe when it tries to toss the victim. The branta does not need to move with its foe in order to throw its foe more than 5 feet. If the tossed victim beats the branta's Strength check, he remains in his current square with no ill effects and is not grappled any longer. Tossed victims take impact damage on landing as if they had fallen a distance equal to the distance they were tossed.

Scent (Ex): A branta can detect opponents within 30 feet. The exact location is not revealed unless the creature is within 5 feet.

Surefooted (Ex): Brantas ignore all movement penalties associated with snow on the ground. They also receive a +4 racial bonus on Balance checks when walking on ice or snow.

CHILBLAIN

Large Aberration (Cold)
Hit Dice: 20d8+140 (230 hp)
Initiative: +7
Speed: 30 ft. (6 squares), fly 60 ft. (perfect)
Armor Class: 35 (–1 size, +3 Dex, +23 natural), touch 12, flat-footed 32
Base Attack/Grapple: +15/+28
Attack: Tail slap +23 melee (4d6+9 plus 2d6 cold) or claw +23 melee (1d8+4 plus 2d6 cold)
Full Attack: Tail slap +23 melee (4d6+9 plus 4d6 cold) and 4 claws +21 melee (1d8+4 plus 2d6 cold)
Space/Reach: 10 ft./10 ft.
Special Attacks: Breath weapon, cold aura, frost touch, frozen stare, spell-like abilities
Special Qualities: Damage reduction 15/silver, darkvision 120 ft., fast healing 10, immunity to cold, paralysis, and poison, spell resistance 29, vulnerability to fire
Saves: Fort +13, Ref +9, Will +14
Abilities: Str 28, Dex 17, Con 24, Int 5, Wis 14, Cha 19
Skills: Concentration +13, Intimidate +9, Listen +10, Spot +10
Feats: Alertness, Cleave, Great Cleave, Improved Initiative[B], Multiattack, Power Attack, Quicken Spell-Like Ability (*wall of ice*), Snowrunner
Environment: Cold plains
Organization: Solitary or pair
Challenge Rating: 18

Chilblain

Treasure: Double standard
Alignment: Usually neutral evil
Advancement: 21–30 HD (Large); 31–45 HD (Huge)
Level Adjustment: —

This creature appears as a four-legged monstrosity with thick, blue-white skin and heavy, clawed feet. Its body is saucer-shaped, with a long, powerful tail ending in a macelike club and huge jutting ribs of bone arching over its back. Its head is vaguely insectile and shelters between its forelimbs, protected by its bony carapace. Four long clawed arms sprout from its back, ending in claws that look like razor-sharp icicles.

Chilblains originate on the Material Plane, but seem more like inhabitants of the most frigid regions of the Elemental Planes. These strange creatures have an innate hatred of warmth and seek to destroy all life not affiliated with cold energy—especially creatures of fire, their sworn enemies.

Though chilblains are well-suited for life in frostfell environments, they often mount solitary raids into warmer lands, wreaking havoc on whatever they encounter. In their relentless pursuit of destruction, they fight to the death, never seeing beyond the present battle, seeking only to quench their ever-burning urge to smite the warm.

COMBAT

Chilblains keep opponents at a distance, relying on their breath weapon, cold aura, frozen stare, and spell-like abilities to weaken foes before engaging in melee combat.

Breath Weapon (Su): 60-ft. cone of coldfire, once per day, damage 10d6 frostburn, Reflex DC 27 half. Living creatures that fail their saves must attempt a DC 27 Fortitude save or be blinded by frostbitten skin and frozen eyes for 2d6 rounds. The DC is Constitution-based.

Cold Aura (Ex): A chilblain radiates intense cold in a 10-foot radius. Any creature within 10 feet of the chilblain takes 2d6 points of cold damage at the beginning of its turn.

Frost Touch (Ex): The chilblain's natural attacks deal an additional 2d6 points of cold damage with each successful hit.

Frozen Stare (Su): As a standard action, a chilblain can turn a creature within 30 feet to ice permanently with a look. The target must succeed on a DC 24 Fortitude save or be turned to ice (as the spell *flesh to ice*). The save DC is Charisma-based.

Spell-Like Abilities: At will—*detect fire, frostfell slide, lesser frostburn* (DC 15), *frostburn* (DC 18), *ice storm, shivering touch* (DC 17), *wall of ice* (DC 18); 3/day—*cone of cold* (DC 19), *wall of coldfire* (DC 19). Caster level 20th.

Dire polar bear

DIRE ANIMAL

Dire animals are larger, tougher, meaner versions of ordinary animals. They tend to have a feral, prehistoric, or even demonic appearance.

The frostfell is home to a number of dire animals that are unrelated to the mundane animal species found in other parts of the world. For example, the smilodon (or saber-toothed tiger) is not a tiger or a dire tiger. However, it is presented here because it is thematically similar to the various dire animals in the *Monster Manual*. Like other dire animals, it is more resistant to enchantments and other magic that influences its mind or attitude, and thus has a good Will save. It is also more savage, more ill-tempered, stronger, and less fearful of humans and other humanoids than a normal animal.

DIRE POLAR BEAR

Huge Animal
Hit Dice: 18d8+114 (195 hp)
Initiative: +0
Speed: 50 ft. (10 squares); swim 20 ft.
Armor Class: 19 (–2 size, +11 natural), touch 8, flat-footed 19
Base Attack/Grapple: +13/+35
Attack: Claw +25 melee (2d6+14)
Full Attack: 2 claws +25 melee (2d6+14) and bite +20 melee (3d8+7)
Space/Reach: 15 ft./10 ft.
Special Attacks: Improved grab
Special Qualities: Low-light vision, scent
Saves: Fort +17, Ref +11, Will +12
Abilities: Str 39, Dex 11, Con 23, Int 2, Wis 12, Cha 10
Skills: Hide –6*, Listen +11, Spot +11, Swim +17
Feats: Alertness, Endurance, Improved Natural Armor, Run, Toughness (2), Track[B], Weapon Focus (claw)
Environment: Cold plains
Organization: Solitary or pair
Challenge Rating: 11
Treasure: None
Alignment: Always neutral
Advancement: 19–36 HD (Huge); 37–45 HD (Gargantuan)
Level Adjustment: —

Illus. by E. Cox

This tremendous white bear is the size of a small house. Its claws seem like black swords, and its forequarters are armored with bony ridges.

These bulky carnivores are much bigger than a dire bear, averaging almost 20 feet in length and weighing as much as 15,000 pounds. Dire polar bears are aggressive hunters that stalk explorers and travelers, looking for a chance to attack.

Combat

A dire polar bear attacks by tearing at opponents with its claws.

Improved Grab (Ex): To use this ability, a dire polar bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Scent (Ex): A dire polar bear can detect opponents within 30 feet. The exact location is not revealed unless the creature is within 5 feet.

Skills: A dire polar bear has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

*A dire polar bear's white coat bestows a +12 racial bonus on Hide checks in snowy areas.

Saving Throws: Fort +10, Ref +6, Will +8
Abilities: Str 20, Dex 8, Con 17, Int 2, Wis 12, Cha 7
Skills: Listen +8, Spot +8, Swim +8
Feats: Alertness, Improved Natural Attack (tail), Power Attack, Toughness
Environment: Cold plains
Organization: Solitary, pair, colony (3–4), or herd (6–20)
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 11–15 HD (Large); 16–30 HD (Huge)
Level Adjustment: —

This odd creature is the size of a draft horse, but its body is low to the ground and covered by a thick armor of leathery bands. A tail ending in a heavy spiked club of bone trails behind its dome-shaped body.

Illus. by M. Cotie

Glyptodon

GLYPTODON

Large Animal
Hit Dice: 10d8+33 (72 hp)
Initiative: –1
Speed: 20 ft. (4 squares), burrow 5 ft.
Armor Class: 18 (–1 size, –1 Dex, +10 natural), touch 8, flat-footed 18
Base Attack/Grapple: +7/+16
Attack: Tail +11 melee (2d6+5/3)
Full Attack: Tail +11 melee (2d6+5/3) and bite +6 melee (1d4+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: Augmented critical, trample
Special Qualities: Damage reduction 5/piercing, low-light vision

Glyptodon (literally, "carved tooth") is an enormous armadillolike creature—if an armadillo were the size of a small wagon. It has a short snout and powerful jaws, with no teeth in the front of the mouth, but grinding teeth farther back in the mouth. While it is a plant-eater, its armor plating and heavy knobbed tail makes it very capable of defending itself against smaller predators and even of chasing off other grazers. Glyptodons are especially hostile to horses, musk oxen, and other arctic and subarctic herbivores that compete with them for the rich summer grasses.

Glyptodons are often prey for saber-toothed tigers, dire lions, and other deadly hunters such as dragons and humans.

A fully grown glyptodon is about 10 feet long and 5 feet tall, and weighs about 3,000 to 4,500 pounds.

Combat

A glyptodon found by itself is common, but the creatures also fight in small groups, circling around the young to create a wall of armored flesh. If provoked, a glyptodon typically begins a combat by attempting to trample its foe.

Augmented Critical (Ex): A glyptodon deals triple damage if it scores a critical hit with its tail attack.

Trample (Ex): As a full-round action, a glyptodon can move up to twice its speed and literally run over Medium or smaller creatures. This attack deals 1d6+7 points of damage. Trampled opponents can make attacks of opportunity

against the glyptodon at a –4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt a DC 20 Reflex save for half damage. The save DC is Strength-based.

Training a Glyptodon

Small and Medium humanoids such as neanderthals, goblinoids, and orcs sometimes use glyptodons as mounts or pack animals. They are particularly useful as archery platforms on a battlefield, as their gait is slow and steady.

Training a glyptodon requires six weeks of work and a successful DC 25 Handle Animal check. Riding a glyptodon requires an exotic saddle that includes a prod that a glyptodon can feel through its armor. A glyptodon can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: A light load for a glyptodon is up to 400 pounds; a medium load, 401–800 pounds; and a heavy load, 801–1,200 pounds. A glyptodon can drag 6,000 pounds.

Megaloceros

Illus. by S. Ellis

MEGALOCEROS

Large Animal
Hit Dice: 6d8+18 (45 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 14 (–1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Base Attack/Grapple: +4/+13
Attack: Gore +8 melee (1d8+7)
Full Attack: Gore +8 melee (1d8+7)
Space/Reach: 10 ft./5 ft.
Special Attacks: Improved grab, stampede, toss
Special Qualities: Low-light vision, scent
Saves: Fort +8, Ref +6, Will +5
Abilities: Str 20, Dex 12, Con 16, Int 2, Wis 11, Cha 8
Skills: Listen +7, Spot +6
Feats: Alertness, Endurance, Run
Environment: Cold marshes
Organization: Solitary or herd (6–20)
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 7–12 HD (Large); 13–18 HD (Huge)
Level Adjustment: —

This large elklike creature has shaggy fur and a huge set of antlers easily 10 feet across.

The megaloceros is a large, powerful deer, standing up to 7 feet tall at the shoulder with 100-pound antlers spanning 12 feet. It favors lakes and bogs, and can be trained to serve as a mount. The creatures' enormous antlered skulls are popular decorations for castles and hunting lodges. These beasts also serve as powerful totem animals for neanderthals and snow goblins, who call the animals "Great Snow Elk."

Combat

Megaloceroses prefer to avoid combat, except during mating season, when males are extremely aggressive and territorial, and during the spring calving season, when female megaloceroses are extremely aggressive in defense of their young.

Megaloceroses typically charge the most obvious or brightly colored target, attempting to gore and toss it, then return to trample and finish it. When an entire herd is threatened, the young males sometimes charge two and three together against a threat.

Improved Grab (Ex): To use this ability, the creature must hit a Medium or smaller opponent with its gore attack. If it gets a hold, the megaloceros scoops up the opponent with its antlers and can toss it aside.

Stampede (Ex): A frightened herd of megaloceroses may flee as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of Large or smaller size that gets in their way, dealing 1d12 points of damage for each five megaloceroses in the herd (DC 18 Reflex save half).

Toss (Ex): A megaloceros can vigorously shake any creature caught in its horns and fling it in a random direction.

Resolve the toss as a bull rush maneuver (+9 check modifier), except that there is no attack of opportunity, since the megaloceros has already grabbed its foe when it tries to toss the victim. The megaloceros does not need to move with its foe in order to throw its foe more than 5 feet. If the tossed victim beats the megaloceros's Strength check, he remains in his current square with no ill effects and is not grappled any longer. Tossed victims take impact damage on landing as if they had fallen a distance equal to the distance they were tossed.

Scent (Ex): A megaloceros can detect opponents within 30 feet. The exact location is not revealed unless the creature is within 5 feet.

Training a Megaloceros

Small and Medium humanoids such as neanderthals, snow elves, human druids, and gnomes sometimes use megaloceroses as mounts; Midgard dwarves use them as pack animals. Their speed and height are particularly useful for scouts and reconnaissance of all kinds. Their gait is fast, jarring, and prone to sudden shifts in direction.

Training a megaloceros requires four weeks and a successful DC 20 Handle Animal check. Riding a megaloceros requires an exotic saddle. A megaloceros can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: A light load for a megaloceros is up to 400 pounds; a medium load, 401–800 pounds; and a heavy load, 801–1,200 pounds. A megaloceros can drag 6,000 pounds.

SMILODON (SABER-TOOTHED TIGER)

Large Animal
Hit Dice: 9d8+27 (67 hp)
Initiative: +2
Speed: 40 ft. (8 squares)
Armor Class: 15 (–1 size, +2 Dex, +4 natural), touch 11, flat-footed 13
Base Attack/Grapple: +6/+17
Attack: Bite +12 melee (2d6+7/×3)
Full Attack: Bite +12 melee (2d6+7/×3) and 2 claws +10 melee (1d6+3)
Space/Reach: 10 ft./5 ft.
Special Attacks: Augmented critical, improved grab, pounce, rake 1d6+3
Special Qualities: Low-light vision, scent
Saves: Fort +9, Ref +8, Will +8
Abilities: Str 24, Dex 14, Con 16, Int 2, Wis 14, Cha 6
Skills: Balance +6, Hide +2*, Jump +15, Listen +8, Move Silently +6, Spot +8
Feats: Alertness, Dodge, Mobility, Spring Attack
Environment: Cold forests
Organization: Solitary, mated pair, or pride (3–12)
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 10–18 HD (Large)
Level Adjustment: —

Smilodon

Illus. by E. Cox

This powerful great cat has heavy shoulders, a bobtail, and two huge, curved fangs jutting from its mouth.

Twice as large as a lion, skilled in deadly hunting tactics, and equipped with murderous fangs, the smilodon (or saber-toothed tiger) is the lord of icy plains and hills. The saber-toothed tiger is not actually closely related to other tigers. A smilodon is more than 8 feet long and weighs more than 800 pounds.

The pride is ruled by the female saber-tooths, though sometimes two or even three males are tolerated. The creatures' favored prey are herbivores such as branta, mammoths, glyptodons, horses, and megaloceroses. Although they work together, fights over dominance, food, territory and mates are common, and sometimes even lethal. A saber-toothed tiger's roar is louder than a lion's.

Weaker saber-tooths are often driven out of the pride in pairs, after which they set up hunting territories in forests or hills. They use caves or small earthen dens for bearing litters and rearing their young.

Combat

The saber-toothed tiger is a canny hunter, rarely greedy but with a large enough appetite to require frequent kills. Saber-toothed tigers do not chase down prey over long distances. Instead, they leap or charge from ambush, waiting for prey to come close before attacking.

Groups of saber-toothed tigers work together much like lions and other social hunting cats; one group will startle prey, sending it running directly into a second group of tigers. They sometimes ignore motionless prey.

Augmented Critical (Ex): A saber-toothed tiger deals triple damage if it scores a critical hit with its bite attack.

Improved Grab (Ex): To use this ability, the saber-toothed tiger must hit with a bite or a claw attack. It can then

attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a saber-toothed tiger charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): A saber-toothed tiger gains two additional claw attacks against grappled foes or foes it pounces on (attack bonus +10, damage 1d6+3). Rake attacks are not subject to the normal –4 penalty for attacking with a natural weapon in a grapple.

Scent (Ex): A saber-toothed tiger can detect opponents within 30 feet. The exact location is not revealed unless the creature is within 5 feet.

Skills: Saber-toothed tigers gain a +4 racial bonus on Balance, Hide, and Move Silently checks.

*In forest terrain, their Hide bonus improves to +8.

WOOLLY MAMMOTH

Huge Animal
Hit Dice: 14d8+98 (161 hp)
Initiative: +0
Speed: 40 ft. (8 squares)
Armor Class: 17 (–2 size, –1 Dex, +10 natural), touch 7, flat-footed 17
Base Attack/Grapple: +10/+30
Attack: Gore +20 melee (2d10+18)
Full Attack: Slam +20 melee (2d6+12) and 2 stamps +18 melee (2d6+6); or gore +20 melee (2d10+18)
Space/Reach: 15 ft./10 ft.
Special Attacks: Improved grab, toss, trample 2d8+18
Special Qualities: Low-light vision, scent
Saves: Fort +16, Ref +8, Will +10
Abilities: Str 34, Dex 8, Con 25, Int 2, Wis 12, Cha 7
Skills: Listen +12, Spot +11
Feats: Alertness, Endurance, Improved Bull Rush, Multiattack, Power Attack
Environment: Cold plains
Organization: Solitary or herd (4–16)
Challenge Rating: 9
Treasure: None
Alignment: Always neutral
Advancement: 15–20 HD (Huge); 21–28 HD (Gargantuan)
Level Adjustment: —

Covered in brown, shaggy fur, this elephantlike creature has two huge, curving tusks and towers almost 15 feet tall.

Woolly mammoths are members of a family of many elephantlike species; all are enormous, furred animals with surprising intelligence, large tusks, and a love of cold climates. The largest woolly mammoths live on the open steppes, where their sheer size protects them from most predators. The only exceptions are intelligent humanoids, such as humans, neanderthals, and orcs—and even these are often reluctant to face down a woolly mammoth directly.

The woolly mammoth has a shoulder height of about 15 feet, weighs between 9 and 11 tons, and has tusks roughly 15 feet long. It lives in large family groups on open steppe.

All woolly mammoth herds are led by the eldest female woolly mammoth, her sisters, and her daughters. Male woolly mammoths are the fighters but not the dominant animals in woolly mammoth herds.

Woolly mammoths often venerate the bones of their dead, and after any combat they return to the site of a herd member's death. In some cases, the woolly mammoths handle the bones of the

Woolly mammoth

Illus. by E. Cox

dead years after the death of a mate, sibling, or child. Frost folk and others believe that this is how woolly mammoths communicate with the dead, and that woolly mammoth spirits and totems have great power in the land of the dead.

Combat

Woolly mammoths are usually aggressive only when stalked or threatened or when they fear for the safety of their young. Like elephants, woolly mammoths have long memories, and will take revenge on creatures that harmed them in the past. Woolly mammoths prefer to fight as a herd rather than individually, though the lead bull in a herd (usually a male with advanced Hit Dice) will often fight alone to defend the females and young.

Improved Grab (Ex): To use this ability, a woolly mammoth must hit a Large or smaller foe with a gore attack. If it gets a hold, it tosses its opponent.

Toss (Ex): Woolly mammoths vigorously shake any creature caught in their tusks and fling it in a random direction. Resolve the toss as a bull rush maneuver (+20 check modifier), except that there is no attack of opportunity, since the woolly mammoth has already grabbed its foe when it tries to toss the victim. The woolly mammoth does not need to move with its foe in order to throw its foe more than 5 feet. If the tossed victim beats the woolly mammoth's bull rush check, he remains in his current square with no ill effects and is not grappled any longer. Tossed victims take impact damage on landing as if they had fallen a distance equal to the distance they were tossed.

Trample (Ex): As a full-round action, a woolly mammoth can move up to twice its speed and literally run over Large or smaller creatures. This attack deals 2d8+18 points of damage. Trampled opponents can make attacks of opportunity against the woolly mammoth at a –4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt DC 29 Reflex saves for half damage. The save DC is Strength-based.

Scent (Ex): A woolly mammoth can detect opponents within 30 feet. The exact location is not revealed unless the creature is within 5 feet.

Training a Woolly Mammoth

Giants and humanoids such as frost folk, humans, and ogres sometimes use woolly mammoths as mounts or pack animals. Training a woolly mammoth must begin with a young animal; adults rarely cooperate and will starve themselves rather than submit to training. Training a young woolly mammoth requires six weeks and a successful DC 25 Handle Animal check. Riding a woolly mammoth requires an exotic saddle or howdah, which includes a prod that the animal can feel through its fur and its thick hide. A woolly mammoth can fight while carrying a rider, but the rider cannot also attack except with a lance or a missile weapon.

Carrying Capacity: A light load for a woolly mammoth is up to 5,592 pounds; a medium load, 5,593–11,184 pounds; and a heavy load, 11,185–16,776 pounds. A woolly mammoth can drag 40 tons.

Illus. by M. Cotie

Zeuglodon

ZEUGLODON

Gargantuan Animal
Hit Dice: 15d8+135 (202 hp)
Initiative: +1
Speed: Swim 40 ft. (8 squares)
Armor Class: 18 (–4 size, +1 Dex, +11 natural), touch 7, flat-footed 17
Base Attack/Grapple: +11/+37
Attack: Tail slam +21 melee (4d6+14)
Full Attack: Tail slam +21 melee (4d6+14) and bite +16 melee (4d6+7)
Space/Reach: 20 ft./15 ft.
Special Attacks: Stunning strike
Special Qualities: Blindsight 120 ft., hold breath, low-light vision
Saves: Fort +18, Ref +10, Will +11
Abilities: Str 38, Dex 13, Con 28, Int 2, Wis 10, Cha 6
Skills: Listen +15*, Spot +15*, Swim +22
Feat: Alertness, Diehard, Endurance, Improved Natural Attack (bite, tail slam), Iron Will
Environment: Cold aquatic
Organization: Solitary or pod (2–3)
Challenge Rating: 9
Treasure: None
Alignment: Always neutral
Advancement: 16–30 HD (Gargantuan); 31–45 HD (Colossal)
Level Adjustment: —

The creature is massive, longer than most ships. Its sleek, serpentine body glistens black, yet its tail and head are undoubtedly

whalelike in appearance . . . with the possible exception of those large sharp teeth.

Zeuglodons are massive, almost serpentlike whales that lurk in the coldest oceans. They are a uniform dark gray or black in color. Their heads are long and narrow, with numerous serrated teeth in the jaws. Unlike most other whales, their bodies are quite thin and almost serpentine in shape. They possess two pairs of flippers; the front pair is large and well developed, but the back pair is atrophied nearly to the point of uselessness. A little more than half of a zeuglodon's body is taken up by its long and powerful tail.

The massive flukes of a zeuglodon's tail can smash even the hardiest ship to splinters in a short time. Zeuglodons up to 75 feet long have been sighted by reputable sailors, but stories abound of massive zeuglodons measuring well over 120 feet in length. It's likely that most people unfortunate enough to encounter such a creature didn't survive to tell the tale.

Combat

Sailors rightly fear these mighty creatures, for unlike most other whales, zeuglodons are foul-tempered and highly territorial. They are quick to attack anything that intrudes too closely to their territory, and ships avoid waters known to be inhabited by zeuglodons. Although its jaws are filled with massive sharp teeth, a zeuglodon's most dangerous weapon is its tail. These creatures are surprisingly swift and adroit in water, and can slam enemies with their tail with devastating accuracy.

Stunning Strike (Ex): Any creature struck with a critical hit by a zeuglodon's tail slam must make a DC 31 Fortitude saving throw or be stunned for 2d4 rounds by the force of the blow. The save DC is Strength-based.

Blindsight (Ex): Zeuglodons can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A *silence* spell negates this and forces the creature to rely on its vision, which is approximately as good as a human's.

Hold Breath (Ex): A zeuglodon can hold its breath for a number of rounds equal to 8 × its Constitution score before it risks drowning.

Skills: A zeuglodon has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

*A zeuglodon has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.

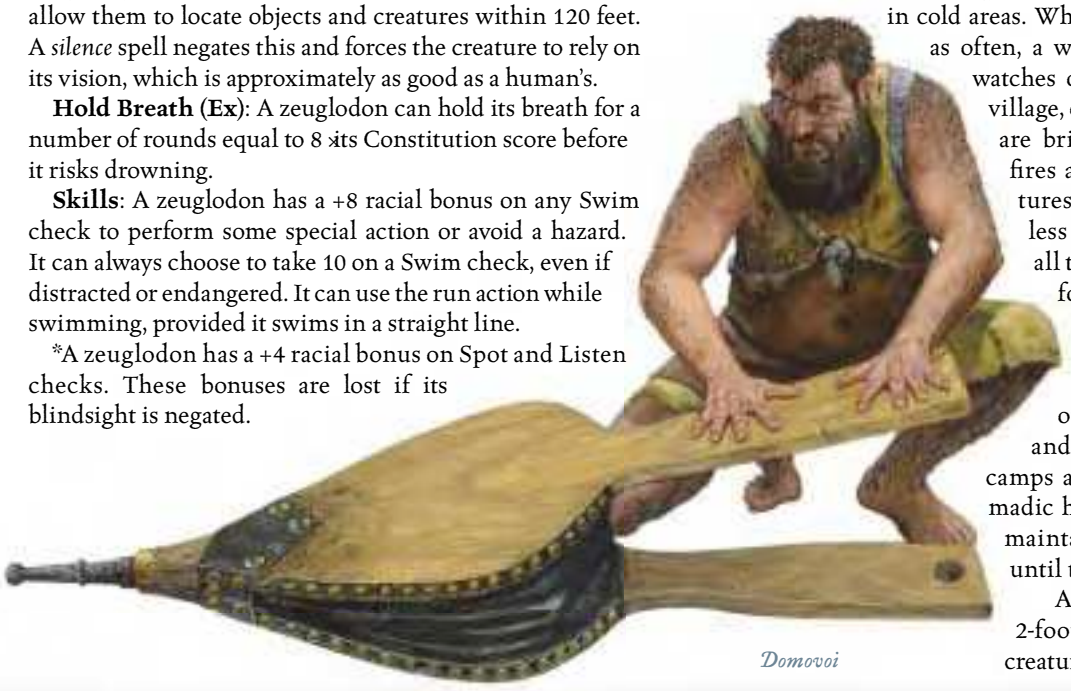
DOMOVOI

Small Fey (Fire)
Hit Dice: 2d6+2 (9 hp)
Initiative: +2
Speed: 20 ft. (4 squares)
Armor Class: 15 (+1 size, +2 Dex, +2 natural), touch 13, flat-footed 13
Base Attack/Grapple: +1/–2*
Attack: Claw +4 melee (1d3–1) or *produce flame* +4 ranged touch (1d6+3 fire)
Full Attack: 2 claws +4 melee (1d3–1) or *produce flame* +4 ranged touch (1d6+3 fire)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities
Special Qualities: Immunity to fire, low-light vision, slippery, vulnerability to cold
Saves: Fort +1, Ref +5, Will +6
Abilities: Str 8, Dex 15, Con 13, Int 15, Wis 16, Cha 16
Skills: Balance +9, Escape Artist +9*, Hide +11, Jump +1, Listen +8, Move Silently +7, Sleight of Hand +7, Spot +8, Tumble +7, Use Rope +2 (+4 with bindings)
Feats: Weapon Finesse
Environment: Cold plains
Organization: Solitary, family (3d4), or clan (3d6+10)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually chaotic good
Advancement: 3–6 HD (Small)
Level Adjustment: +4

Dressed in simple rags, this little person seems to be a small, hairy man with a thick beard and sooty skin.

The domovoi is a nocturnal house spirit, a protector of creatures that depend on hearth and fire to live in cold areas. While a domovoi (or just as often, a whole family of them) watches over an encampment, village, or town, the buildings are brighter lit, the hearth fires are warmer, and creatures of cold and night are less likely to strike. For all these reasons, they are found in association with humans, neanderthals, dwarves, gnomes, kobolds, orcs, and even ogres and giants. When winter camps are abandoned by nomadic hunters, the domovoi maintain them as their own until the hunters return.

A typical domovoi is a 2-foot-tall human-shaped creature with a dark, sooty



Domovoi

Illus. by S. Belledin

skin and hairy arms, a thick beard, and furry legs, chest, and back. Domovoi typically wear rags cast off by the creatures whose houses they share. They eat small quantities of firewood and grain (offerings) as well as rats and mice they catch for themselves.

Domovoi speak Common, Sylvan, Ignan, and the language of their hosts.

COMBAT

Domovoi are not eager fighters, but when driven away from their beloved fires they can grow sulky and even violent. They prefer to fight with magical manipulation of fire and smoke rather than with their rather weak claws. A domovoi typically attacks with its *produce flame* spell-like ability.

Domovoi never burn down the house of a host; if anything, they quench fires whenever possible.

Spell-Like Abilities: At will—*produce flame, pyrotechnics* (smoke cloud only, DC 15); 3/day—*flaming sphere* (DC 15). Caster level 3rd. The save DCs are Charisma-based.

Fire Subtype: A domovoi has immunity to fire. It has vulnerability to cold, which means it takes half again as much (+50%) damage as normal from cold, regardless of whether or not a saving throw is allowed, or if the save is a success or a failure.

Slippery (Ex): A domovoi's coating of ashes and soot makes it difficult to hang onto. A domovoi gains a +2 racial bonus on any Escape Artist checks or grapple checks. This bonus is included in the statistics given above.

DOMOVOI AS CHARACTERS

Domovoi characters possess the following racial traits.

—–2 Strength, +4 Dexterity, +2 Constitution, +4 Intelligence, +6 Wisdom, +6 Charisma.

—Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, –4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.

—A domovoi's base land speed is 20 feet.

—Low-light vision.

—Racial Hit Dice: A domovoi begins with two levels of fey, which provide 2d6 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +0, Ref +3, and Will +3.

—Racial Skills: A domovoi's fey levels give it skill points equal to 5 × (6 + Int modifier). Its class skills are Balance, Escape Artist, Hide, Jump, Listen, Move Silently, Sleight of Hand, Spot, Tumble, and Use Rope.

—Racial Feats: A domovoi's fey levels give it one feat.

—Weapon and Armor Proficiency: A domovoi is proficient with simple weapons.

— +2 natural armor bonus.

—Slippery (see Combat).

—Spell-Like Abilities: At will—*produce flame, pyrotechnics* (smoke cloud only, DC 15); 3/day—*flaming sphere* (DC 15). Caster level 3rd; save DC 10 + domovoi's Cha modifier + spell level.

—Automatic Languages: Common, Ignan, Sylvan. Bonus Languages: Dwarven, Giant, Gnome, Goblin, Halfling.

—Favored Class: Rogue.

—Domovoi clerics can choose two of the following domains: Chaos, Fire, and Luck.

—Level adjustment +2.

DWARF, GLACIER

Sturdy and strong, this short, stocky person wears a shirt of chainmail and carries a pair of axes in his broad hands. He has a long, whitish beard and wears his hair in braids.

Glacier dwarf

Illus. by S. Ellis

Glacier dwarves are much like dwarves from warmer climes. They are courageous, industrious, honorable, and stubborn to a fault.

Glacier dwarves tend to be more pale than most other dwarves, with white, blond, or red hair. They stand about 4 feet tall, and weigh as much as full-grown humans.

Most glacier dwarves encountered outside their homes are 1st-level warriors. They are essentially identical to the dwarf warrior described on page 91 of the *Monster Manual*, except that glacier dwarves have a tolerance for cold instead of for poison (see Glacier Dwarves as Characters, below). Many glacier dwarves are noted hunters in the wilds of the frostfell. The statistics here describe a glacier dwarf snow hunter, a 2nd-level ranger.

Glacier dwarves speak Common and Dwarven.

	Glacier Dwarf, Warrior 1 Medium Humanoid (Dwarf)	Snow Hunter, Glacier Dwarf Ranger 2 Medium Humanoid (Dwarf)
Hit Dice:	1d8+2 plus 3 (9 hp)	2d8+4 (13 hp)
Initiative:	+0	+0
Speed:	20 ft. in scale mail (4 squares); base speed 20 ft.	20 ft. (4 squares)
Armor Class:	16 (+4 scale mail, +2 heavy shield), touch 10, flat-footed 16	14 (+4 masterwork chain shirt), touch 10, flat-footed 14
Base Attack/Grapple:	+1/+1	+2/+3
Attack:	Dwarven waraxe +1 melee (1d10+1/×3) or light crossbow +1 ranged (1d8/19–20)	Masterwork dwarven waraxe +4 melee (1d10+1/×3) or masterwork light crossbow +3 ranged (1d8/19–20)
Full Attack:	Dwarven waraxe +1 melee (1d10+1/×3) or light crossbow +1 ranged (1d8/19–20)	Masterwork dwarven waraxe +2 melee (1d10+1/×3) and masterwork handaxe +2 melee (1d6/×3) or masterwork light crossbow +3 ranged (1d8/19–20)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	—	Favored enemy (giants +2)
Special Qualities:	Darkvision 60 ft., glacier dwarf traits	Darkvision 60 ft., glacier dwarf traits, wild empathy
Saves:	Fort +4, Ref +0, Will –1	Fort +5, Ref +3, Will –1
Abilities:	Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 6	Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 6
Skills:	Climb -1, Intimidate +0, Spot +0	Climb +3, Hide +4, Knowledge (geography) +3, Listen +4, Move Silently +4, Search +3, Spot +4, Survival +4
Feats:	Toughness	Alertness, Track[B], Two-Weapon Fighting[B]
Environment:	Cold mountains	Cold mountains
Organization:	Patrol (7–10 plus 2–5 2nd-level snow hunters and 1 leader of 3rd–6th level), or clan (30–80 plus 4–8 2nd-level snow hunters plus 30% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)	Scout party (1–4), patrol (2–5 plus 7–10 1st-level warriors and 1 leader of 3rd–6th level), or clan (4–8 plus 30–80 1st-level warriors plus 30% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating:	1	2
Treasure:	Standard	Standard
Alignment:	Often lawful good	Often lawful good
Advancement:	By class	By class
Level Adjustment:	+0	+0

COMBAT

Glacial dwarves are hardy fighters and often use their environment to their advantage.

SNOW HUNTER

Snow hunters live as one with the land. They use their skills for the good of the tribe.

Combat

The snow hunter favors deliberate, carefully planned attacks, looking for opportunities to weaken his foes with crossbow fire from a secure spot behind good cover before closing in to fight with his axes. Since he is expected to serve as a scout and picket, the snow hunter avoids fights against obviously superior foes—it's more important to warn the clan of approaching danger than to prove his personal valor in an ill-advised attack.

Favored Enemy (Ex): This glacier dwarf ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks against giants. He also gains a +2 bonus on weapon damage rolls against giants.

GLACIER DWARVES AS CHARACTERS

Glacier dwarves possess the following racial traits.

—+2 Constitution, –2 Charisma.

—Size Medium.

—A dwarf's base land speed is 20 feet. However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load.

—Darkvision out to 60 feet.

—Icecunning: Glacier dwarves gain a +2 racial bonus on Search checks to notice unusual construction or hazards in ice or snow. A glacier dwarf who merely comes within 10 feet of unusual construction or hazards can make a Search check as if he were actively searching, and a glacier dwarf can use Search to find ice or snow traps as a rogue can.

—Weapon Familiarity: Glacier dwarves treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.

—Stability: Glacier dwarves are exceptionally stable on their feet. A glacier dwarf has a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground.

—Cold-Tolerant: +2 racial bonus on saving throws against cold damage and cold effects. Glacier dwarves can exist comfortably in conditions from severe cold to hot.

—Glacier dwarves have no special resistance to poison.

— +2 racial saving throw bonus against spells and spell-like effects.

— +1 racial bonus on attack rolls against orcs (including half-orcs) and goblinoids.

— +4 dodge bonus to Armor Class against creatures of the giant type.

— +2 racial bonus on Appraise checks that are related to snow, ice, or special frostfell materials.

— +2 racial bonus on Craft checks that are related to snow, ice, or special frostfell materials.

—Automatic Languages: Common, Dwarven. Bonus Languages: Giant, Gnome, Goblin, Orc, Terran, Undercommon.

—Favored Class: Fighter.

—Level adjustment +0.

DWARF, MIDGARD

Small Outsider (Native)
Hit Dice: 8d8+40 (76 hp)
Initiative: +0
Speed: 20 ft. (4 squares)
Armor Class: 21 (+1 size, +3 natural, +1 deflection *+1 ring of protection*, +6 *+2 mithral shirt*), touch 12, flat-footed 21
Base Attack/Grapple: +8/+7
Attack: *+2 battleaxe* +15 melee (1d6+5/×3), or *+1 light crossbow* +10 ranged (1d6+1/19–20)
Full Attack: *+2 battleaxe* +15/+10 melee (1d6+5/×3), or *+1 light crossbow* +10 ranged (1d6+1/19–20)
Space/Reach: 5 ft./5 ft.
Special Attacks: Curse
Special Qualities: Alternate form, darkvision 60 ft., dwarven blood, magic items, master smith, outsider traits, spell resistance 16
Saves: Fort +11, Ref +6, Will +8
Abilities: Str 16, Dex 11, Con 20, Int 14, Wis 15, Cha 11
Skills: Appraise +2 (+4 with armor, gems, or weapons), Bluff +11, Craft (armorsmithing) +21, Craft (gemcutting) +21, Craft (weaponsmithing) +21, Diplomacy +4, Disguise +0 (+2 acting), Hide +15, Intimidate +2, Listen +13, Search +13, Sense Motive +13, Spot +13, Survival +2 (+4 following tracks), Use Magic Device +15
Feats: Craft Magic Arms and Armor[B], Craft Wondrous Item[B], Forge Ring[B], Improved Sunder, Power Attack, Weapon Focus (battleaxe)
Environment: Cold hills
Organization: Solitary, family (3–10 plus 1 winter wolf), or clan (11–30 plus 1 8th-level wizard chieftain plus 1–6 winter wolves plus 3–12 megaloceros pack animals)
Challenge Rating: 5
Treasure: Standard plus magic items
Alignment: Usually neutral
Advancement: By character class
Level Adjustment: +4

Dressed in a shirt of gleaming mail, this stocky person is only as tall as a halfling, but far more powerfully built. He carries a battleaxe thrust through his broad leather belt, and his hair and beard are white.

Midgard dwarves are a powerful, semimythical race capable of forging priceless magical treasures and even artifacts. Their magical ability is limited to crafting items, but they are also skilled warriors, capable of defeating giants and heroes alike. Unlike most other dwarves, they are relatively solitary, living in small groups of no more than 30 individuals.

Midgard dwarves stand about 3–1/2 feet high, with large heads and big hands. Their shoulders are broad and their arms stout—the result of wielding hammers and tongs over anvils and fires for decades. They craft masterwork items almost as a matter of course. In winter, they work tirelessly in homes below the earth; in summer, they farm the surface, or travel to trade their gold, silver, and steel for food and cloth from humans, trolls, elves, and others.

Midgard dwarves are responsible for the manufacture of a number of divine items and artifacts, such as Thor's hammer, Sif's golden hair, Sigfried's magical ring, and the chain that bound Fenris, the divine wolf that will destroy the world. Their hoards of gold sometimes rival those of small dragons, and they compete with dragons for gold.

Midgard dwarf

Illus. by D. Scott

Midgard dwarves are extremely suspicious and skeptical of the Norse deities, and indeed of deities and priests in general, for good reason. Many Midgard dwarves, such as Andvari, have been killed or robbed by the Aesir.

Midgard dwarves speak Dwarven and Celestial.

COMBAT

The dwarves have traditionally been for the dwarves, unwilling to fight for any cause except their own. That said, in Norse legends and sagas, dwarves were willing to fight the gods themselves if necessary. This stubbornness serves them well, as do their magic weapons, rings, and armor.

Curse (Su): Once per year as a standard action, a Midgard dwarf can lay a powerful curse on someone who has wronged him (usually by stealing from him, injuring him, or killing a close relation). This functions like *bestow curse* (DC 16, CL 20th), except that the range is unlimited, and the spell is dismissible. The save DC is Wisdom-based. The dwarf must be able to see or describe his target (for example, "the thief who took my gold, wherever he is" or "the one who killed Snorri") and the target must be guilty of the injury the dwarf specifies. Dwarves on the brink of falling in battle have been known to forego an attack in order to curse the enemy who is about to defeat them.

A dwarf can sometimes be persuaded to lift his curse with an offer of weregild—money to compensate the dwarf for the injury or wrong he suffered. Generally, this requires at least 1,000 gold pieces.

Alternate Form (Su): Midgard dwarves have the ability to assume the form of one specific animal of Small or smaller size—typically a badger, otter, raven, or weasel. A Midgard dwarf can shift between its humanoid and animal form as a standard action. This ability works much like the *polymorph* spell, except that the Midgard dwarf is limited to the one specific animal he knows how to turn into, and he does not regain hit points for changing form.

Dwarven Blood: For all effects related to race, a Midgard dwarf is considered a dwarf.

Magic Items: All Midgard dwarves equip themselves with magic arms and armor. The dwarf described here uses a *+2 chain shirt, +2 battleaxe, +1 light crossbow,* and *+1 ring of protection,* but other dwarves may have different possessions.

Few seek to take their wealth from Midgard dwarves, since they are notoriously unforgiving. Midgard dwarves will carry a grudge or grievance for generations, even passing it down in clan and family lines.

Master Smith (Ex): Midgard dwarves gain Craft Magic Arms and Armor, Craft Wondrous Item, and Forge Ring as bonus feats. They are considered to possess the prerequisites necessary to craft any magic item of those types, even if they do not otherwise meet the requirements or have the ability to cast the necessary spells.

Native Outsider Traits: Unlike most outsiders, Midgard dwarves can be *raised* or *resurrected* normally. They have darkvision out to 60 feet.

Skills: Midgard dwarves have a +8 racial bonus on Craft checks, and a +4 racial bonus on Use Magic Device checks.

MIDGARD DWARF CHARACTERS

A Midgard dwarf's favored class is fighter. Midgard dwarf clerics are rare, since the Midgard dwarves are distrustful of all gods. A Midgard dwarf cleric has access to two of the following domains: Fire, Knowledge, Strength, and War.

ELEMENTAL WEIRD

Weirds are strange beings of elemental energy who are mighty diviners. They are oracles and seers, sometimes sought out by mortal creatures for the gifts of knowledge they can offer. Weirds dwell in remote or hidden places in the Material Plane; the frostfell is home to two varieties, the ice weird and snow weird.

A weird resembles a beautiful female humanoid composed of snow or ice. The creature is bound to a special elemental pool, a place of power from which the mystic energies that comprise the weird spring.

Like most seers, weirds rarely provide clear prophecies or prognostications. Weirds do not lie, but they often omit information, or provide information the listener simply can't understand yet because the requisite events have not yet come to pass. Weirds do not dispense their prophecies for free—those who seek one out would be wise to bring gifts or offerings, or be prepared to serve the creature as it directs.

A weird can communicate with any creature that has a language.

COMBAT

Weirds avoid combat, going so far as to abandon their pools and return to their native elemental planes rather than engage in a fight. If circumstances prevent them from simply avoiding battle, they use their formidable spells and special abilities to attack at range, viewing melee combat as a tactic of last resort.

Elemental Pool: Weirds are physically tied to magic pools or patches of their native substance, and cannot leave except to return to their native plane, either the Elemental Plane of Air or Water. Each elemental pool has a portal to the elemental planes at its bottom. An elemental pool is always at least 40 feet in diameter and 20 feet deep, although a pool can be up to ten times that size.

A weird may rise up to a height of 10 feet above the surface of its ice pool, but the lower part of its body must always remain in contact with the elemental pool. Once a weird exits the pool for its native plane, the portal closes, and the pool loses its special properties.

Prescience (Sp): At will and as a free action, a weird can duplicate the effect of any of the following divination spells: *clairaudience/clairvoyance, contact other plane, detect thoughts* (DC 18), *discern location, find the path, foresight, greater scrying* (DC 23), *legend lore, locate creature, locate object, tongues, vision.* Caster level 18th.

Searching Gaze (Su): A weird continually has the benefits of the *analyze dweomer* and *true seeing* spells.

ICE WEIRD

Large Elemental (Cold, Extraplanar, Water)
Hit Dice: 15d8+45 (112 hp)
Initiative: +6
Speed: 30 ft. (6 squares), swim 30 ft.
Armor Class: 21 (–1 size, +2 Dex, +8 natural), +2 insight), touch 13, flat-footed 17
Base Attack/Grapple: +11/+20
Attack: Slam +15 melee (2d6+5 plus 1d6 cold)
Full Attack: 2 slams +15 melee (2d6+5 plus 1d6 cold)
Space/Reach: 10 ft./10 ft.
Special Attacks: Chill, elemental command, spells, *summon elementals*
Special Qualities: Damage reduction 15/magic, darkvision 60 ft., elemental ice pool, elemental traits, heat sense, ice mastery, immunity to cold, *prescience*, regeneration 10, searching gaze, spell resistance 25, vulnerability to fire
Saves: Fort +14, Ref +9 (+11 with *foresight*), Will +11
Abilities: Str 21, Dex 14, Con 17, Int 20, Wis 23, Cha 22
Skills: Concentration +21, Diplomacy +26, Knowledge (any two) +23, Listen +26, Sense Motive +24, Spot +26, Swim +13
Feats: Alertness, Dodge, Empower Spell, Great Fortitude, Improved Initiative, Lightning Reflexes
Environment: Elemental Plane of Water
Organization: Solitary, pair, or charm (3–4)
Challenge Rating: 15
Treasure: Double standard
Alignment: Always neutral
Advancement: 16–30 HD (Large); 31–45 HD (Huge)
Level Adjustment: —

This creature looks like a large, beautiful woman sculpted out of pure, transparent ice. Her eyes glow with white fire and misty vapors pour off her body, evaporating into the air. Below her torso, her body becomes a shifting column of ice blocks that connect her to the icy surface beneath her.

Owing to their rigid structure and their constant fear of melting, ice weirds have become predictors of the unending battle between chaos and law. They foresee which of these primal forces will dominate future events.

An ice weird's lair is usually situated within a glacier, iceberg, or surprisingly often within special chambers filled with freezing cold created by wizards of chaos or law who wish to take advantage of the ice weird's prognostications.

Ice weirds speak Aquan, Auran, Common, and Ice Weird. They also benefit from their *tongues* spell-like ability.

Combat

Ice weirds refrain from combat unless they or the elemental ice in which they dwell are attacked. In addition to the abilities shared by all weirds, ice weirds have the following powers.

Chill (Ex): In addition to its normal slam damage, an ice weird deals an extra 1d6 points of cold damage with a successful melee attack.

Elemental Command (Su): An ice weird can attempt to gain control over any elemental with the cold or water subtype within 100 feet. The elemental must make a successful DC 23 Will save or succumb to the ice weird's control. An elemental that saves against this attack is immune to that weird's elemental command ability for 24 hours. A weird has no limit to the number of elementals it can control. The save DC is Charisma-based.

Once under the weird's command, an elemental serves the ice weird until either it or the weird dies, until the weird dismisses it, or until the duration for its summoning expires. It obeys the ice weird explicitly, even if ordered to attack the being who originally summoned it. The weird does not need to concentrate to maintain control over any elemental it commands.

Spells: An ice weird can cast arcane spells and divine spells from the Chaos, Cold, and Law domains as an 18th-level sorcerer.

Typical Sorcerer Spells Known (6/8/8/7/7/7/7/6/5/3 per day): 0—*arcane mark, daze* (DC 16), *detect magic, flare, ghost sound* (DC 16), *mage hand, ray of frost, read magic, resistance;* 1st—*magic missile, obscuring mist, shield, silent image, true strike;* 2nd—*calm emotions* (DC 18), *invisibility, mirror image, scorching ray* (+12 ranged touch), *whispering wind;* 3rd—*displacement, lightning bolt* (DC 19), *protection from energy, suggestion* (DC 19); 4th—*lesser geas* (DC 20), *remove curse, solid fog, wall of ice* (DC 20); 5th—*cone of cold* (DC 21), *dispel law* (DC 21), *dream, feeblemind* (DC 21); 6th—*animate objects, chain lightning* (DC 22), *greater dispel magic;* 7th—*dictum* (DC 23), *project image, spell turning;* 8th—*demand* (DC 24), *polar ray* (+12 ranged touch); 9th—*mass hold monster* (DC 25).

Summon Elementals (Sp): Three times per day, an ice weird can summon forth water elementals from its elemental ice pool. It can choose to summon 3 Huge, 2 greater, or 1 elder elemental through this portal. This functions like *summon monster IX*, caster level 20th.

Elemental Ice Pool (Su): An ice weird dwells within a large patch or pool of churning, grinding elemental ice, anything from a frozen pool to an iceberg or even a glacier.

Any nonelemental creature entering a weird's pool without the weird's permission must succeed on a DC 23 Fortitude save each round or be irrevocably transformed into ice. Creatures granted access to the pool by the weird are not subject to transformation. However, creatures allowed to enter a pool must still provide their own protection from cold and ice, as well as the means to breathe and move normally. Otherwise, they take 2d6 points of damage and 2d6 points of cold damage per round from the churning blocks of ice, and may drown.

An ice weird is physically tied to its pool and cannot leave except to return to its native plane.

Elemental Traits: An ice weird has immunity to poison, sleep effects, paralysis, and stunning. It is not subject to extra damage from critical hits or flanking. It cannot be

raised, reincarnated, or resurrected (though a *limited wish*, *wish*, *miracle*, or *true resurrection* spell can restore life). It has darkvision out to 60 feet.

Heat Sense (Su): An ice weird can automatically sense heat sources within 60 feet, as the spell *detect fire*. It senses only the presence or absence of heat, but if it chooses to use a standard action to concentrate on this ability, it can establish the number and location of heat auras and the strength of each in the second and third rounds of concentration.

Invisible creatures whose location is pinpointed by heat sense still have total concealment from an ice weird.

Ice Mastery (Ex): An ice weird gains a +1 bonus on attack and damage rolls if its foe is touching ice.

Regeneration (Ex): An ice weird takes normal damage from fire and cold iron weapons. Attack forms that don't deal hit point damage ignore regeneration.

Skills: An ice weird has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

SNOW WEIRD

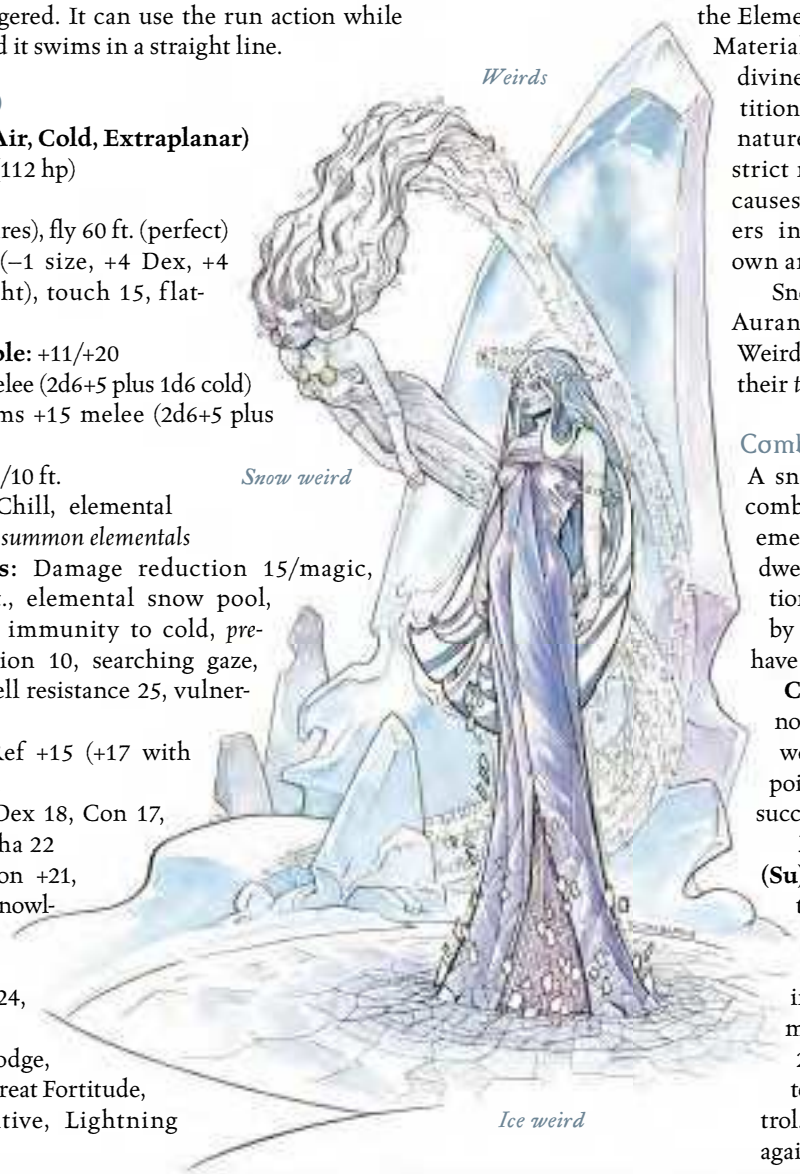
Large Elemental (Air, Cold, Extraplanar)
Hit Dice: 15d8+45 (112 hp)
Initiative: +8
Speed: 30 ft. (6 squares), fly 60 ft. (perfect)
Armor Class: 19 (–1 size, +4 Dex, +4 natural, +2 insight), touch 15, flat-footed 13
Base Attack/Grapple: +11/+20
Attack: Slam +15 melee (2d6+5 plus 1d6 cold)
Full Attack: 2 slams +15 melee (2d6+5 plus 1d6 cold)
Space/Reach: 10 ft./10 ft.
Special Attacks: Chill, elemental command, spells, *summon elementals*
Special Qualities: Damage reduction 15/magic, darkvision 60 ft., elemental snow pool, elemental traits, immunity to cold, *prescience*, regeneration 10, searching gaze, snow mastery, spell resistance 25, vulnerability to fire
Saves: Fort +10, Ref +15 (+17 with *foresight*), Will +11
Abilities: Str 21, Dex 18, Con 17, Int 20, Wis 23, Cha 22
Skills: Concentration +21, Diplomacy +26, Knowledge (any two) +23, Listen +26, Sense Motive +24, Spot +26
Feats: Alertness, Dodge, Empower Spell, Great Fortitude, Improved Initiative, Lightning Reflexes
Environment: Elemental Plane of Air
Organization: Solitary, pair, or charm (3–4)
Challenge Rating: 15
Treasure: Double standard
Alignment: Usually neutral
Advancement: 16–30 HD (Large); 31–45 HD (Huge)
Level Adjustment: —

This creature appears as a large, beautiful woman composed entirely of brilliant white snow. She has dazzling silver eyes too bright to look at. Below her torso, her body becomes a swirling blizzard that connects her to the snowy ground.

Snow weirds are harbingers of boon and doom, predicting weal and safety or warning of dire circumstances and events to come. They see great fluidity in everything, since they themselves can take the form of beautiful showers of pure white snowflakes or dangerous and deadly blizzards.

While snow weirds see themselves as conduits between the Elemental Plane of Air and the Material Plane, here to convey divined information to all petitioners, their ever-changing nature (though governed by strict natural laws) sometimes causes them to engulf travelers in snowstorms for their own amusement.

Snow weirds speak Aquan, Auran, Common, and Snow Weird. They also benefit from their *tongues* spell-like ability.



Weirds

Snow weird

Ice weird

Combat

A snow weird refrains from combat unless it or the elemental snow in which it dwells is attacked. In addition to the abilities shared by all weirds, snow weirds have the following powers.

Chill (Ex): In addition to its normal slam damage, a snow weird deals an extra 1d6 points of cold damage with a successful melee attack.

Elemental Command (Su): A snow weird can attempt to gain control over any elemental with the cold or air subtype within 100 feet. The elemental must make a successful DC 23 Will save or succumb to the snow weird's control. An elemental that saves against this attack is immune

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to that weird's elemental command ability for 24 hours. A weird has no limit to the number of elementals it can control. The save DC is Charisma-based.

Once under the weird's command, an elemental serves the snow weird until either it or the weird dies, until the weird dismisses it, or until the duration for its summoning expires. It obeys the snow weird explicitly, even if ordered to attack the being who originally summoned it. The weird does not need to concentrate to maintain control over any elemental it commands.

Spells: A snow weird can cast arcane spells and divine spells from the Air and Cold domains as an 18th-level sorcerer.

Typical Sorcerer Spells Known (6/8/8/7/7/7/7/6/5/3 per day): 0—*arcane mark, daze* (DC 16), *detect magic, flare, ghost sound* (DC 16), *mage hand, ray of frost* (+14 ranged touch), *read magic, resistance*; 1st—*magic missile, obscuring mist, shield, silent image* (DC 17), *true strike*; 2nd—*gust of wind* (DC 18), *invisibility, mirror image, misdirection* (DC 18), *whispering wind*; 3rd—*gaseous form, lightning bolt* (DC 19), *protection from energy, suggestion* (DC 19); 4th—*charm monster* (DC 20), *rainbow pattern* (DC 20), *solid fog, wall of ice* (DC 20); 5th—*cone of cold* (DC 21), *control winds, dream, waves of fatigue*; 6th—*geas/quest* (DC 22), *chain lightning* (DC 22), *greater dispel magic*; 7th—*control weather, power word blind* (DC 23), *spell turning*; 8th—*polar ray* (+14 ranged touch), *whirlwind* (DC 24); 9th—*time stop*.

Summon Elementals (Sp): Three times per day, a snow weird can summon forth air elementals from its elemental snow pool. It can choose to summon 3 Huge, 2 greater, or 1 elder elemental through this portal. This functions like *summon monster IX*, caster level 20th.

Elemental Snow Pool (Su): A snow weird dwells within a large pool of swirling elemental snow. Any nonelemental creature entering a weird's pool without the weird's permission must succeed on a DC 23 Fortitude save each round or be irrevocably transformed into snow. Creatures granted access to the pool by the weird are not subject to transformation. However, creatures allowed to enter a pool must still provide their own protection from cold and snow, as well as the means to breathe and move normally. Otherwise, they take 4d6 points of cold damage per round. In addition, creatures may drown.

Elemental Traits: A snow weird has immunity to poison, sleep effects, paralysis, and stunning. It is not subject to extra damage from critical hits or flanking. It cannot be raised, reincarnated, or resurrected (though a *limited wish, wish, miracle*, or *true resurrection* spell can restore life). It has darkvision out to 60 feet.

Heat Sense (Su): A snow weird can automatically sense heat sources within 60 feet, as the spell *detect fire*. It senses only the presence or absence of heat, but if it chooses to use a standard action to concentrate on this ability, it can establish the number and location of heat auras and the strength of each in the second and third rounds of concentration.

Invisible creatures whose location is pinpointed by heat sense still have total concealment from a snow weird.

Regeneration (Ex): A snow weird takes normal damage from fire and cold iron weapons. Attack forms that don't deal hit point damage ignore regeneration.

Snow Mastery (Ex): A snow weird gains a +1 bonus on attack and damage rolls if its foe is touching snow.

ENTOMBED

Large Undead (Cold)
Hit Dice: 16d12 (104 hp)
Initiative: +0
Speed: 30 ft. (6 squares), burrow 40 ft. (ice only)
Armor Class: 24 (–1 size, +15 natural), touch 9, flat-footed 24
Base Attack/Grapple: +8/+20
Attack: Slam +15 melee (2d6+8 plus 2d6 cold)
Full Attack: 2 slams +15 melee (2d6+8 plus 2d6 cold)
Space/Reach: 10 ft./10 ft.
Special Attacks: Create spawn, freeze, icy touch, immure, improved grab
Special Qualities: Darkvision 60 ft., ice glide, immunity to cold, tremorsense 60 ft., undead traits, vulnerability to fire
Saving Throws: Fort +7, Ref +5, Will +12
Abilities: Str 27, Dex 10, Con —, Int 11, Wis 14, Cha 12
Skills: Hide +15, Listen +21, Move Silently +19, Spot +21
Feats: Awesome Blow, Cleave, Great Fortitude, Improved Bull Rush, Improved Sunder, Power Attack
Environment: Cold mountains
Organization: Solitary or pair
Challenge Rating: 10
Treasure: Standard
Alignment: Usually lawful evil
Advancement: 17–32 HD (Large)
Level Adjustment: —

A thick shell of clear green-tinged ice completely encases a desiccated human corpse, its yellowed teeth bared in a rictus of death. The huge mantle of icy armor makes this fearsome apparition the size of an ogre.

The entombed are undead preserved by being encased in shells of ice—but still able to move and kill.

Entombed are human or humanoid undead entirely frozen inside an icy sheath that gives them the stature of an ogre. The face of one of these creatures is usually frozen in a rictus of fear or sorrow—its flesh, hair, and eyes are always very well preserved, though the skin sometimes takes on a frozen whitish tone.

Entombed do not speak, but are able to hear others through their icy coating. They understand Common.

COMBAT

Entombed are known for their ability to slide through ice, such as glaciers or icebergs. Notorious for surprising foes, an entombed will often silently burrow up to its enemies

as they camp on the ice. Sometimes entombed attack from within ice-covered lakes; they often reach up through ice to attack targets on the surface, while they remain protected by the ice above them.

Once it has attacked by surprise, an entombed then tries to drag its victims back under the ice.

Create Spawn (Su): Any humanoid slain by an entombed becomes an entombed in 1d4 rounds, provided it is encased in ice (see Immure, below). Spawn are under the command of the entombed that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Freeze (Su): An entombed can drain the heat from a living creature. On a successful grapple check, the entombed deals 2d4 points of Dexterity damage to a grappled foe (Fortitude save DC 19 half). This is a supernatural cold effect. The save DC is Charisma-based.

Icy Touch (Su): An entombed deals an additional 2d6 points of cold damage with each successful slam attack. On its turn, it deals 2d6 points of cold damage per round to any creature it grapples.

Immure (Su): As a standard action, an entombed that begins its turn with a hold on its opponent can attempt to drag a grappled creature under the ice, trapping it in a layer of ice and eventually creating another one of its own kind. The entombed must win an opposed grapple check; if it succeeds, it can move up to half its speed, dragging its grappled foe with it. If it has pinned its foe, the entombed gets a +4 bonus on this check.

If the entombed successfully drags its foe into solid ice, the victim is immediately immobilized and cannot move or take any actions other than purely mental ones. He may be subject to drowning (although he can hold his breath before he enters the ice). As a full-round action, an entombed victim within 5 feet of the ice's surface can attempt a DC 23 Strength check to break out. If he is more than 5 feet deep in the ice, a successful check does not free him, but gives him enough space to take physical actions that he could otherwise take while grappled, such as attempting to draw a light weapon, cast a spell, or attack the ice with a light weapon and try to carve his way out.

An entombed often chooses to continue attacking a victim immured in the ice, since the ice does not prevent its own movement or attacks.

Entombed

Improved Grab (Ex): To use this ability, an entombed must hit a Large or smaller opponent with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold, deals damage with its icy touch, and immediately uses its freeze ability. In subsequent rounds it continues to deal damage with its icy touch and can freeze again, or attempt to use its immure ability.

Ice Glide (Ex): An entombed can glide through ice, snow, or slush as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, and its passage does not create any ripples or other signs of its presence.

An entombed often fights from the cover of an ice sheet or snow field in much the same way that an incorporeal creature can use a wall or floor for cover. An entombed attacking a creature outside the ice or snow in which it is hiding gains the benefit of cover.

Tremorsense (Ex): An entombed can automatically sense the location of anything within 60 feet that is in contact with the ground (or ice or snow on top of the ground).

Undead Traits: An entombed is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to extra damage from critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be raised, and *resurrection* works only if it is willing. It has darkvision out to 60 feet.

Illus. by D. Griffith

FROST FOLK

Medium Monstrous Humanoid (Cold)
Hit Dice: 4d8+4 (22 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 18 (+1 Dex, +2 natural, +3 studded leather armor, +2 heavy wooden shield), touch 11, flat-footed 17
Base Attack/Grapple: +4/+6
Attack: Battleaxe +7 melee (1d8+2/×3) or composite longbow (+2 Str bonus) +5 ranged (1d8+2/×3)
Full Attack: Battleaxe +7 melee (1d8+2/×3) or composite longbow (+2 Str bonus) +5 ranged (1d8+2/×3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Ice blast
Special Qualities: Darkvision 60 ft., frost folk traits, immunity to cold, snowsight, vulnerability to fire
Saves: Fort +4, Ref +5, Will +4
Abilities: Str 15, Dex 12, Con 13, Int 10, Wis 11, Cha 8
Skills: Climb +1, Hide +1*, Listen +2, Move Silently +1, Spot +2, Survival +2
Feats: Great Fortitude, Weapon Focus (battleaxe)
Environment: Cold mountains
Organization: Solitary, family (3–6 plus 1–2 winter wolves), clan (10–30 and 2–8 winter wolves), or village (20–400 and 4–24 winter wolves)
Challenge Rating: 2
Treasure: Standard
Alignment: Often neutral evil
Advancement: By character class
Level Adjustment: +1

Tall and pale, this burly tribesman seems human enough, but his eyes are a startling pale shade of blue, and a noticeable chill seems to hang in the air around him. He wears studded leather armor and carries a battleaxe.

Frost folk are an isolated and xenophobic race descended from humans who struck a bargain with the gods of winter. In exchange for power over snow and ice, they sold their souls to a cruel deity—or, as some claim, an archdevil.

Frost folk are almost always encountered alone, a single frost man sometimes accompanied by a hunting winter wolf. They are of the height and weight of a typical human male, with bright blue eyes, and pale snowy skin. They favor finely stitched furs, often arctic fox, ermine, or bearskin. Some wear helmets made from bear, wolf, or wolverine skulls. A noticeable chill surrounds them.

Frost folk

Illus. by M. Cotie

Frost folk villages are extremely remote, found only in very cold terrain. These villages are often cliff dwellings in mountains, deep glacial caverns, or underground caverns deep under everfrost or boreal forests. Frost folk are excellent hunters and herdsmen, keeping flocks of caribou, musk oxen, and mountain sheep. A few villages are able to grow crops around hot springs, in sheltered valleys, and in some warm forested valleys.

Frost folk speak Common.

COMBAT

Frost folk are disciplined fighters with a keen sense of tactics. They enjoy bloody slaughter and often set ambushes in deep snow, where axe fighters hide beneath the powder and archers can fire their bows at opponents whose movement is hindered.

Ice Blast (Su): Frost folk can produce a 20-foot cone of icy mist from their left eye. This deals 2d6 points of cold damage to all creatures within the area (Reflex save DC 13 half). The save DC is Constitution-based. Once a frost folk uses his ice blast, he must wait 1d4 rounds before he can use this ability again.

Snowsight (Ex): All frost folk have innate *snowsight*, as the spell. No snowstorm can obscure their vision.

Skills: *All frost folk gain a +8 racial bonus on Hide checks in snow and ice terrain.

FROST FOLK AS PLAYER CHARACTERS

Frost folk are feared, and the chill that surrounds them is more than physical. Human tribesfolk don't trust them and call them "ice demons." Snow goblins, urskans, and others have a superstitious fear of their ice blast. Frost folk have few friends in the frostfell.

Many frost folk are barbarians, befitting their savage nature. Rogues, fighters, clerics, and druids are also common. Very few frost folk are sorcerers or wizards.

Frost folk characters possess the following racial traits.

— +4 Strength, +2 Dexterity, +2 Constitution, –2 Charisma.
—Size Medium.
—A frost folk's base land speed is 30 feet.
—Darkvision out to 60 feet.
—Racial Hit Dice: A frost folk begins with four levels of monstrous humanoid, which provide 4d8 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +1, Ref +4, and Will +4.
—Racial Skills: A frost folk's monstrous humanoid levels give it skill points equal to 7 × (2 + Int modifier). Its class skills are Climb, Hide, Listen, Move Silently, Spot, and

Survival. Frost folk have a +8 racial bonus on Hide checks in snow or ice.

—Racial Feats: A frost folk's monstrous humanoid levels give it two feats.

—Weapon and Armor Proficiency: Frost folk are proficient with the battleaxe and composite longbow, as well as all simple weapons. They are proficient with light armor and shields.

— +2 natural armor bonus.

—Ice blast (see Combat).

—Snowsight (see Combat).

—Cold subtype (see page 113).

—Automatic Languages: Common. Bonus Languages: Auran, Draconic, Dwarven, Giant, Goblin, Orc.

—Favored Class: Barbarian.

—Level adjustment +1.

GENIE, QORRASHI

Large Outsider (Cold, Extraplanar, Lawful)
Hit Dice: 7d8+21 (52 hp)
Initiative: +7
Speed: 30 ft. (6 squares), fly 60 ft. (perfect)
Armor Class: 18 (–1 size, +3 Dex, +6 natural), touch 12, flat-footed 15
Base Attack/Grapple: +7/+16
Attack: Slam +11 melee (1d8+5 plus 1d6 cold)
Full Attack: 2 slams +11 melee (1d8+5 plus 1d6 cold)
Space/Reach: 10 ft./10 ft.
Special Attacks: Chill, frostbite, spell-like abilities
Special Qualities: Darkvision 60 ft., icewalking, immunity to cold, outsider traits, *plane shift*, telepathy, vulnerability to fire
Saves: Fort +8, Ref +8, Will +7
Abilities: Str 20, Dex 17, Con 16, Int 14, Wis 15, Cha 15
Skills: Bluff +12, Concentration +13, Diplomacy +16, Disguise +2 (+4 acting), Escape Artist +13, Intimidate +14, Listen +12, Move Silently +12, Sense Motive +12, Spellcraft +12, Spot +12, Use Rope +3 (+5 with bindings)
Feats: Combat Reflexes, Dodge, Improved Initiative
Environment: Elemental Plane of Air
Organization: Solitary, pair, company (3–4), or band (6–15)
Challenge Rating: 6
Treasure: Standard
Alignment: Always lawful neutral
Advancement: 8–14 HD (Large); 15–21 HD (Huge)
Level Adjustment: +5

Confident and powerful, this bald humanoid stands as tall as an ogre, but his features are noble and his blue skin is covered with frost like a window in wintertime. An aura of sharp cold surrounds him.

Distant relatives of the djinn, qorrash (singular qorrashi) are elemental spirits of cold and ice.

A qorrashi appears as a pale blue-skinned humanoid with noble features, and its skin is laced with frost. Males tend to be bald but wear elegant white goatees, while females wear their white hair long. They are surrounded by an aura of frigid cold noticeable even in the coldest climate.

A qorrashi is about 10-1/2 feet tall and weighs about 1,000 pounds. Qorrash speak Auran, Celestial, Common, and Ignan.

COMBAT

Qorrash enjoy physical combat more than their djinn cousins, though they still use their magical abilities to soften up their foes. They are quick to flee from a fight that turns against them.

A qorrashi's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Chill (Ex): In addition to its normal slam damage, a qorrashi deals an extra 1d6 points of cold damage with a successful melee attack.

Frostbite (Ex): A creature that sustains any cold damage from a qorrashi's melee attacks must make a DC 16 Fortitude save or become frostbitten. Creatures suffering from frostbite are fatigued (cannot run or charge; –2 penalty to Strength and Dexterity). These penalties end when the cold damage is healed by any means. The save DC is Constitution-based.

Spell-Like Abilities: At will—*endure elements, invisibility* (self only); 3/day—*cone of cold* (DC 17), *ice storm*; 1/day—*create food and water, gaseous form* (up to 1 hour), *major creation* (created vegetable matter is permanent), *persistent image* (DC 17), *wind walk*. Caster level 14th.

Icewalking (Ex): This ability works like the *spider climb* spell but applies to all icy surfaces. A qorrashi can move normally on any icy surface.

Outsider Traits: A qorrashi cannot be raised, reincarnated, or resurrected (though a *limited wish*,

Qorrashi genie

Illus. by D. Crabapple

wish, *miracle*, or *true resurrection* spell can restore life). It has darkvision out to 60 feet.

Plane Shift (Sp): Like other genies, a qorrashi can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports the qorrashi and up to six other creatures, provided they all link hands with the genie. It is otherwise similar to the spell of the same name.

Telepathy (Su): A qorrashi can communicate telepathically with any creature within 100 feet that has a language.

GHOST, FROSTFELL

Ghosts are the spectral remains of intelligent beings killed in the frostfell, particularly those slain by supernatural phenomena such as blood snow, lightning pillars, or the terrible storm known as the Howl of the North. Frostfell ghosts are much like ghosts elsewhere (see Ghost, page 116 of the *Monster Manual*), but they often possess unusual abilities not commonly encountered in ghosts elsewhere.

A frostfell ghost usually resembles a frozen version of the form it possessed in life, its body covered in frost, snow, and chunks of ice. Limbs may appear to be broken, the skin covered in bruises, blood oozing from the nostrils—whatever conditions existed at the time of the creature's death.

A frostfell ghost cannot leave the site of its demise, refusing to travel onward into the afterlife. Some remain in the material world to prevent others from suffering the doom that overtook them, appearing to warn travelers of the perils ahead. However, most frostfell ghosts are driven to take from the living the warmth and life that they lack, while others, driven into madness by the transition to undeath, spitefully seek to lure travelers into the same death that befell them.

Illus. by S. Ellis

Frostfell ghost

SAMPLE FROSTFELL GHOST

This example ghost uses a 3rd-level human sorcerer as the base creature.

Ghost 3rd-level Human Sorcerer
Medium Undead (Incorporeal)
Hit Dice: 3d12 (19 hp)
Initiative: +5
Speed: Fly 30 ft. (perfect) (6 squares)
Armor Class: 16 (+2 Dex, +4 deflection), touch 16, flat-footed 14, or 14 (+2 Dex, *bracers of armor* +2), touch 12, flat-footed 12
Base Attack/Grapple: +1/+0
Attack: Frigid touch +3 melee (2d6 frostburn) or ethereal dagger +0 melee (1d4–1/19–20)
Full Attack: Frigid touch +3 melee (2d6 frostburn) or ethereal dagger +0 melee (1d4–1/19–20)
Space/Reach: 5 ft./5 ft.
Special Attacks: Frigid touch, horrific appearance, manifestation, spells
Special Qualities: +4 turn resistance, darkvision 60 ft., immunity to cold, incorporeal traits, rejuvenation, undead traits
Saves: Fort +1, Ref +3, Will +3
Abilities: Str 8, Dex 14, Con —, Int 12, Wis 10, Cha 19
Skills: Concentration +6 (+10 when casting defensively), Hide +10, Knowledge (arcana) +7, Listen +11, Search +9, Spot +11
Feats: Combat Casting, Improved Initiative, Scribe Scroll
Environment: Any cold
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Any
Level Adjustment: +5

This creature appears to be a human wearing snow-covered furs over a tattered robe. Its skin is pale and covered in a layer of frost, and its face is lined with rivulets of frozen blood and covered in dark bruises. The image is hazy and translucent, suggesting something not natural.

Combat

This ghost attacks with its horrific appearance and frigid touch attacks first, turning to its spells only if its opponents seem to have the upper hand.

Frigid Touch (Su): This ghost deals 2d6 points of frostburn damage with a touch attack.

Horrific Appearance (Su): Any living creature within 60 feet who views this ghost must succeed on a DC 15 Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by this ghost's horrific appearance for 24 hours.

Manifestation (Su): A ghost dwells on the Ethereal Plane and cannot affect or be affected by anything in the material world. When a ghost manifests, it partially enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

Spells: This ghost casts spells as a 3rd-level sorcerer.

Typical Sorcerer Spells Known (6/6 per day; caster level 3rd): 0—*acid splash* (+3 ranged touch), *daze* (DC 14), *detect magic*, *mage hand*, *touch of fatigue* (+3 melee touch; DC 14); 1st—*magic missile*, *silent image* (DC 15), *sleep* (DC 15).

Incorporeal Traits: A ghost is harmed only by other incorporeal creatures, magic weapons, spells, spell-like abilities, and supernatural abilities. It has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. It can pass through solid objects, but not force effects, at will. Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. An incorporeal creature always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

Rejuvenation (Su): If destroyed, this ghost restores itself in 2d4 days with a successful level check (1d20+3) against DC 16.

Undead Traits: The ghost is immune to mind-affecting spells and abilities, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to extra damage from critical hits, nonlethal damage, damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be raised, and resurrection works only if it is willing. It has darkvision out to 60 feet.

Possessions (all ethereal): *bracers of armor* +2, dagger.

CREATING A FROSTFELL GHOST

The *Monster Manual* describes many common powers of ghosts, including corrupting touch, manifestation, and corrupting gaze. Some ghosts created in the frostfell possess unusual powers not often found elsewhere. Additional ghostly powers are described below.

Special Attacks: If a special attack allows a saving throw, the DC is 10 + 1/2 the ghost's Hit Dice + its Cha modifier.

Chill Ray (*Su*): A frostfell ghost can attack with a ray of cold light. The ray has a range of 90 feet. The ghost must make a ranged touch attack to hit with the ray. On a successful hit, the chill ray deals 1d8 points of Constitution damage. In addition, the target must make a Will save or be affected as if by a *slow* spell for 5 rounds.

A ghost that uses its chill ray power must wait 1d4 rounds before it can use the power again.

Coldfire Radiance (*Su*): A frostfell ghost can manifest an aura of coldfire in a 10-foot radius. The aura lasts until the beginning of the ghost's next turn. Any creature within this area takes 2d6 points of frostburn damage, plus an additional 1d6 points of frostburn damage on the following round. In addition, creatures exposed to coldfire may contract coldfire ruin (see Disease, page 14).

Coldfire Ruin: Supernatural disease—aura, Fortitude DC 20, incubation period 1 day; damage 1d8 Con.

Frigid Touch (*Su*): A frostfell ghost that hits with its frigid touch attack deals 2d6 points of frostburn damage. Against ethereal opponents, the frigid touch deals no damage. Against nonethereal opponents, the ghost adds its Dexterity modifier instead of its Strength modifier to attack rolls.

Special Qualities: Frostfell ghosts often have one or both of the following special qualities.

Immunity to Cold (*Ex*): Some frostfell ghosts are immune to cold damage.

Spell Resistance (*Ex*): Some frostfell ghosts have spell resistance equal to 13 + Hit Dice. Increase the ghost's Challenge Rating by 1 if you assign it this power.

Frost giant mauler

Illus. by S. Belledin

GIANT, FROST

The frostfell is the home of the frost giants, rapacious and evil raiders who pose a grave danger to travelers and natives alike. No other monstrous race possesses the sheer numbers, physical power, or will to dominate that the frost giants do.

Frost giants are described in the *Monster Manual* (page 122). This entry presents three new variations on the frost giant: the mauler, the spiritspeaker, and the tundra scout. The frost giant mauler and tundra scout are standard frost giants built on the elite array, with different skill and feat choices. The spiritspeaker is a frost giant who possesses a special link with the evil spirits of the frostfell.

FROST GIANT MAULER

Frost Giant, 2nd-level Barbarian
Large Giant (Cold)
Hit Dice: 14d8+98 plus 2d12+14 (193 hp, 225 hp when raging)
Initiative: +5
Speed: 50 ft. (10 squares)
Armor Class: 23 (–1 size, +1 Dex, +9 natural, +4 chain shirt), touch 10, flat-footed 22
Base Attack/Grapple: +12/+31
Attack: Slam +22 melee (1d4+11) or rock +12 ranged (2d6+11)
Full Attack: 2 slams +22 melee (1d4+11) or rock +12 ranged (2d6+11)
Space/Reach: 10 ft./10 ft.
Special Attacks: Rage, rock throwing
Special Qualities: Fast movement, immunity to cold, low-light vision, rock catching, uncanny dodge, vulnerability to fire
Saves: Fort +19, Ref +5, Will +7
Abilities: Str 32, Dex 13, Con 24, Int 10, Wis 16, Cha 8
Skills: Climb +15, Craft (armorsmithing) +6, Intimidate +13, Jump +19, Spot +13
Feats: Awesome Blow, Improved Bull Rush, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Power Attack
Environment: Cold mountains
Organization: Solitary, pair, gang (3–5), or raiding party (1–2 plus 6–9 frost giants plus 2–4 winter wolves plus 2–5 ogres)
Challenge Rating: 11
Treasure: Standard
Alignment: Often chaotic evil
Advancement: By character class
Level Adjustment: +4

This hulking giant disdains weapons. His blue-white skin gleams with frost, and his hair is an unkempt mane of deep blue. He wears a chainmail shirt.

The frost giant mauler is a barbarian who disdains weapons, preferring to smash his enemies into bloody pulp with his bare fists. Among frost giants, maulers are regarded with much the same supernatural awe that berserkers earn among other northerly peoples.

The frost giant mauler had the following ability scores before adding racial modifiers: Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Combat

The frost giant mauler lives for the opportunity to get his hands on his foes. He is an expert grappler, and looks for any opportunity to leap on a solitary foe and wrestle him or her to the ground. Even the mightiest knight or wizard can be rendered helpless in the crushing grasp of a mauler, slowly broken by the giant's terrible strength.

A mauler fighting alone against multiple foes uses his Awesome Blow and Improved Bull Rush feats to get at least a couple of enemies out of the way before resorting to his deadly grapple.

Rage (Ex): Once per day, this frost giant mauler can enter a state of fierce rage that lasts 12 rounds. The following changes are in effect as long as he rages: AC 21 (touch 8, flat-footed 20); hp increase by 32; Grp +33; Atk +24 melee (1d4+13, slam) or +12 ranged (2d6+13, rock); Full Atk +24 melee (1d4+13, 2 slams) or +12 ranged (2d6+13, rock); SV Fort +21, Ref +5, Will +9; Str 36, Con 28. At the end of his rage, the mauler is fatigued for the remainder of the encounter.

Rock Throwing (Ex): The range increment is 120 feet for a frost giant's thrown rocks.

Uncanny Dodge (Ex): A frost giant mauler retains his Dexterity bonus to Armor Class even if he is caught flat-footed or struck by an invisible attacker.

FROST GIANT SPIRITSPEAKER

Large Giant (Cold)
Hit Dice: 14d8+59 (122 hp)
Initiative: –1
Speed: 40 ft. (8 squares)
Armor Class: 24 (–1 size, –1 Dex, +9 natural, +5 breastplate, +2 heavy shield), touch 8, flat-footed 24
Base Attack/Grapple: +10/+21
Attack: Battleaxe +16 melee (2d6+7/×3) or slam +16 melee (1d4+7) or rock +8 ranged (2d6+7)
Full Attack: Battleaxe +16/+11 melee (2d6+7/×3) or 2 slams +16 melee (1d4+7) or rock +8 ranged (2d6+7)
Space/Reach: 10 ft./10 ft.
Special Attacks: Rock throwing, spell-like abilities
Special Qualities: Immunity to cold, low-light vision, rock catching, vulnerability to fire
Saves: Fort +13, Ref +3, Will +7
Abilities: Str 25, Dex 9, Con 18, Int 12, Wis 13, Cha 17
Skills: Climb +7, Concentration +16, Intimidate +9, Jump +7, Listen +7, Sense Motive +4, Spot +13
Feats: Empower Spell-Like Ability (*ice storm*), Iron Will, Quicken Spell-Like Ability (*prayer*), Spell Focus (Necromancy), Toughness
Environment: Cold mountains
Organization: Solitary, band (1–2 plus 6–9 frost giants plus 35% noncombatants), or raiding party (1 plus 6–9 frost giants plus 2–4 winter wolves and 2–5 ogres)
Challenge Rating: 10
Treasure: Standard
Alignment: Often chaotic evil
Advancement: By character class
Level Adjustment: +5

This giant wears a breastplate of iron over his blue-white skin. His beard and hair are long and braided, with human skulls woven in. His eyes are dark purple, with a peculiar brilliant white pupil.

As young children, some frost giants hear the call of the frostfell spirits and learn to call upon these spirits for

Frost giant spiritspeaker

magical powers. They often serve as elders and shamans for their tribes, using their cold magic against the enemies of the giants.

Combat

A spiritspeaker prefers to lead other frost giants into battle and support his allies with his spells, as opposed to engaging foes on his own. He uses spells such as *rage*, *prayer*, and *invisibility purge* to help his allies fight better, and looks for opportunities to target the tribe's enemies with empowered *ice storms* or *fear* spells.

Rock Throwing (Ex): The range increment is 120 feet for a frost giant's thrown rocks.

Spell-Like Abilities: At will—*detect magic*, *door* (DC 15), *rage*; 3/day—*blindness/deafness* (DC 16), *cure serious wounds*, *fear* (DC 17), empowered *ice storm*; 1/day—*dispel magic*, *invisibility purge*, *prayer*, *wall of stone*. Caster level 14th.

FROST GIANT TUNDRA SCOUT

Large Giant (Cold)
Hit Dice: 14d8+98 (161 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 23 (–1 size, +1 Dex, +9 natural, +4 masterwork chain shirt), touch 10, flat-footed 22.
Base Attack/Grapple: +10/+23
Attack: Longspear +18 melee (2d8+13/×3) or slam +18 melee (1d4+9) or rock +10 ranged (2d6+8)
Full Attack: Longspear +18/+13 melee (2d8+13/×3) or 2 slams +18 melee (1d4+9) or rock +8/+8/+3 ranged (2d6+9)
Space/Reach: 10 ft./10 ft. (longspear 15 ft. – 20 ft. only)
Special Attacks: Rock throwing
Special Qualities: Immunity to cold, low-light vision, rock catching, vulnerability to fire
Saves: Fort +16, Ref +5, Will +7
Abilities: Str 28, Dex 13, Con 24, Int 12, Wis 17, Cha 8
Skills: Climb +9, Craft (trapmaking) +6, Hide +6*, Knowledge (geography) +4, Move Silently +5, Spot +10, Survival +7
Feats: Point Blank Shot, Rapid Shot, Quick Draw, Stealthy, Track
Environment: Cold mountains
Organization: Solitary, pair, gang (3–5), or war party (2–5 plus 3–6 frost giants plus 1 3rd-level frost giant cleric or sorcerer plus 2–8 winter wolves)
Challenge Rating: 10
Treasure: Standard
Alignment: Often chaotic evil
Advancement: By character class
Level Adjustment: +4

This giant is a lean, lanky fellow with dead white skin and hair of light blue. He wears a shirt of chainmail and carries a enormous longspear.

Tundra scouts are frost giants who are chosen as the tribe's eyes based on their wits and agility. While they are not as formidable in melee as most frost giant warriors, they are still capable of defeating almost any human or humanoid they run across.

The tundra scout presented here had the following ability scores before racial adjustments: Str 10, Dex 15, Con 14, Int 12, Wis 13, Cha 8.

Combat

Tundra scouts often fight enemies in the wide-open spaces of the everfrost. They prefer to bombard their foes with long-distance rock throwing, and are willing to back away from enemies to keep the range open. Only when an enemy proves that a ranged fight is disadvantageous for the tundra scouts will they close in to melee.

Illus. by D. Griffith

Illus. by M. Cotie

Frost giant tundra scout

When possible, tundra scouts set deadly traps and prepare ambushes for unwary foes.

Rock Throwing (Ex): The range increment is 120 feet for a frost giant's thrown rocks.

Skills: *Frost giant tundra scouts wear specially made long white cloaks that give them a +2 circumstance bonus on Hide checks in snowy landscapes.

GOBLIN, SNOW

Snow Goblin, 1st-level Warrior
Small Humanoid (Goblinoid)
Hit Dice: 1d8+1 (5 hp)
Initiative: +1
Speed: 30 ft. (6 squares), climb 20 ft.
Armor Class: 16 (+1 size, +1 Dex, +1 natural, +2 leather armor, +1 light shield), touch 12, flat-footed 15
Base Attack/Grapple: +1/–2
Attack: Morningstar +3 melee (1d6+1) or javelin +3 ranged (1d4+1)
Full Attack: Morningstar +3 melee (1d6+1) or javelin +3 ranged (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Booming voice, darkvision 60 ft.
Saves: Fort +3, Ref +1, Will –1
Abilities: Str 13, Dex 13, Con 12, Int 8, Wis 9, Cha 6
Skills: Climb +8, Hide +5, Intimidate +2, Listen +1, Move Silently +4, Spot +2
Feats: Alertness
Environment: Cold hills
Organization: Gang (4–9), troupe (10–100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th–6th level), or tribe (30–300 plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, 2–8 dire wolves, and 1–4 ogres or 1 frost giant)
Challenge Rating: 1/2
Treasure: Standard
Alignment: Often neutral evil
Advancement: By character class
Level Adjustment: +1

Short and bandy-legged, this humanoid has long arms, a shaggy half-pelt of white hair, and a large, loose sac in its throat that gives it a distinctly froglike appearance. It wears shabby leather armor and carries a wicked spiked club.

Snow goblins are shaggy humanoids with large throat sacs that they use to call to one another over long distances. The booming noises they make with these sacs can be heard for miles, and are used to signal hunting and war parties over wide areas. Snow goblins can also create loud monkey-like hoots.

A typical snow goblin stands 3 to 4 feet tall, with long arms and seasonal fur color, changing from glossy black or brown in summer to pure white in winter. Its fur is typically crusted with ice and snow.

Female snow goblins are larger and more aggressive than males. Both males and females take part in raiding parties, and most people who have met them agree that the females are just as aggressive as the males, and much crueler in the tortures they inflict on captives.

Snow goblins speak Common and Goblin.

COMBAT

Snow goblins have a weak grasp of tactics but are quite fearless in their native hills. They often spring simple ambushes against invaders in their territory. These ambushes are sometimes preceded by the deliberate triggering of an avalanche in mountainous terrain. Snow goblins prefer to fight in groups, and both males and females are individually very brave, though they rarely fight in a coordinated way.

Usually, snow goblins are servants of greater powers, such as priests of winter deities, frost giants, or ogres. Under such

leadership, their morale is quite high. Snow goblins love horseflesh and often rustle horses from human settlements at night.

Booming Voice (Ex): Snow goblins can be heard over great distances, and their powerful voices can be quite intimidating. Snow goblins gain a +4 racial bonus on Intimidate checks.

Skills: Snow goblins have a +4 racial bonus on Move Silently checks and a +8 racial bonus on Climb checks. They can always choose to take 10 on Climb checks, even if rushed or threatened.

The snow goblin warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

SNOW GOBLINS AS CHARACTERS

A snow goblin's favored class is fighter. Snow goblin clerics can choose two of the following domains: Destruction, Evil, and Cold. However, most snow goblin spellcasters are adepts.

Snow goblin characters possess the following racial traits.

— +2 Dexterity, –2 Intelligence, –2 Charisma.

—Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, –4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.

—A snow goblin's base land speed is 30 feet.

—Climb speed 20 feet. Snow goblins have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Snow goblin

—Darkvision out to 60 feet.

— +4 racial bonus on Intimidate and Move Silently checks.

—Automatic Languages: Common, Goblin. Bonus Languages: Draconic, Giant, Orc.

—Favored Class: Fighter.

—Level adjustment +1.

GOLEM, ICE

Large Construct (Cold)
Hit Dice: 12d10+30 (96 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 22 (–1 size, +13 natural), touch 9, flat-footed 22
Base Attack/Grapple: +9/+20
Attack: Slam +15 melee (2d8+7)
Full Attack: 2 slams +15 melee (2d8+7)
Space/Reach: 10 ft./10 ft.
Special Attacks: Ice shards, improved grab
Special Qualities: Construct traits, damage reduction 10/bludgeoning, darkvision 60 ft., icewalking, immunity to cold and magic, low-light vision, vulnerability to fire
Saves: Fort +4, Ref +4, Will +4
Abilities: Str 25, Dex 10, Con —, Int —, Wis 11, Cha 1
Skills: —
Feats: —
Environment: Any cold
Organization: Solitary or pair
Challenge Rating: 9
Treasure: None
Alignment: Always neutral
Advancement: 13–24 HD (Large); 25–36 HD (Huge)
Level Adjustment: —

This towering figure resembles an armored warrior sculpted of blue-white ice. Its surface is covered with smoking white runes.

Ice golems are creatures carved from glacial ice or icebergs, infused with cold energies and a minimal ability to follow orders and then unleashed to serve their creator's will. They are especially dangerous when on icy ground or when fighting in ice caverns.

An ice golem cannot speak. It weighs about 2,000 pounds.

COMBAT

Ice golems are unimaginative enemies; they make direct attacks against the nearest foe when ordered to.

Ice Shards (Su): As a free action once every 1d4+1 rounds, an ice golem can generate a spray of deadly ice shards from its body, dealing 2d6 points of piercing damage and 1d6 points of cold damage to all creatures within 10 feet. In addition, living creatures must succeed on a DC 16 Fortitude save or be blinded for 1d4 rounds. The save DC is Constitution-based.

Illus. by S. Belledin

Improved Grab (Ex): To use this ability, the ice golem must hit a Large or smaller creature with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Construct Traits: An ice golem has immunity to poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to extra damage from critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Cannot heal damage, but can be repaired. It has darkvision out to 60 feet and low-light vision.

Icewalking (Ex): This ability works like the *spider climb* spell but applies to all icy surfaces. An ice golem can move normally on any icy surface.

Immunity to Magic (Ex): An ice golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

Fire spells and effects affect the golem normally, even if they permit spell resistance (but note the golem's vulnerability to fire).

A magical attack that deals cold damage heals an ice golem of 1 point of damage for each 3 points of damage such an attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points.

Illus. by M. Cotie

Ice golem

CREATING AN ICE GOLEM

Ice golems are most commonly made by clerics or druids serving winter deities. The cost to create an ice golem is only partly reflected in the cost of finding and carving the ice itself; the greater cost is the expense of the materials and spell components used to strengthen and animate the ice. Creating a golem is exactly like creating any magic item (see page 282 of the *Dungeon Master's Guide*). The golem's creator can carve the body personally or hire someone else to do the job. The builder must have ranks in Craft (sculpting).

Completing the ritual of creation drains the XP from the creator and requires casting the spells on the final day. The creator must cast the spells personally, but they can come from outside sources, such as scrolls.

The golem is carved from a 2,000-pound block of glacial ice. This frame houses the animating energies of the spell, but the channels used to embed the golem's magic are scraped into the ice and written in runes infused a mixture of snowflake lichen and sapphire dust costing at least 2,000 gp. Assembly requires a successful DC 15 Craft (sculpting) check.

CL 10th; Craft Construct (see page 303 of the *Monster Manual*), *ice shape, wall of ice,* and *animate snow and ice* or *cone of cold;* Price 60,000 gp; Cost 32,000 gp + 2,320 XP.

ICE BEAST

An ice beast is a magical construct of ice and snow created by means of a *conjure ice beast* spell (or similar effect) in the image of a real creature. It is a mindless automaton that follows its creator's orders. An ice beast resembles whatever creature it is modeled after in general shape and size, but it is composed entirely of pale blue ice.

An ice beast does only what it is ordered to do. It can draw no conclusions of its own and takes no initiative. Its instructions must always be simple, such as, "Attack that giant" or "Stay close and attack anyone who threatens me."

SAMPLE ICE BEAST

This example uses a gargoyle as the base creature.

Ice Beast Gargoyle
Medium Construct (Cold)
Hit Dice: 4d10+20 (42 hp)
Initiative: +2
Speed: 40 ft. (8 squares)
Armor Class: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple: +3/+5
Attack: Claw +5 melee (1d4+2 plus 1d6 cold)
Full Attack: 2 claws +5 melee (1d4+2 plus 1d6 cold) and bite +3 melee (1d6+1 plus 1d6 cold) and gore +3 melee (1d6+1 plus 1d6 cold)
Space/Reach: 5 ft./5 ft.
Special Attacks: Frigid touch
Special Qualities: Construct traits, darkvision 60 ft., immunity to cold, low-light vision, vulnerability to fire
Saves: Fort +1, Ref +3, Will +1
Abilities: Str 15, Dex 14, Con —, Int —, Wis 10, Cha 1
Skills: —
Feats: Multiattack
Environment: Any
Organization: Solitary, pair, or wing (5–16)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 5–6 HD (Medium); 7–12 HD (Large)
Level Adjustment: —

This hunched, winged creature seems to be made of pale ice. It has curving horns, a long tail, and fierce claws, and two large tusks jut from its jaw.

Combat

An ice beast gargoyle attacks as its creator orders.

Frigid Touch (Su): An ice beast gargoyle deals an extra 1d6 points of cold damage with each successful melee attack.

Construct Traits: An ice beast has immunity to poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to extra damage from critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Cannot heal damage, but can be repaired. It has darkvision out to 60 feet and low-light vision.

CREATING AN ICE BEAST

"Ice beast" is a template that can be added to any corporeal creature (other than an undead or a creature with the fire subtype), hereafter referred to as the base creature.

Size and Type: The creature's type changes to construct. It loses all previous subtypes, but gains the cold subtype. It does not gain the augmented subtype. It uses all the base creature's statistics and special abilities except as noted here.

Ice beast gargoyle

Illus. by D. Hudnut

Hit Dice and Hit Points: Drop any Hit Dice gained from class levels (to a minimum of 1) and change remaining Hit Dice to d10s. As a construct, the creature loses any Constitution bonus to hit points, but gains bonus hit points based on its size, as shown below:

Ice Beast Size	Bonus Hit Points
Small	10 bonus hp
Medium	20 bonus hp
Large	30 bonus hp
Huge	40 bonus hp
Gargantuan	60 bonus hp
Colossal	80 bonus hp

Speed: The creature loses any fly speed it formerly possessed. If it had a burrow speed, it keeps its burrow speed but may only burrow in snow and ice.

Armor Class: The creature's natural armor bonus changes to a number based on its size:

Ice Beast Size	Natural Armor Bonus
Tiny or smaller	+1
Small	+2
Medium	+4
Large	+6
Huge	+8
Gargantuan	+11
Colossal	+15

Base Attack: An ice beast's base attack bonus is equal to 3/4 of its Hit Dice.

Attacks: An ice beast retains all the natural attacks, manufactured weapon attacks, and weapon proficiencies of the base creature. A humanoid with no natural attacks gains a slam attack.

Damage: Natural and manufactured weapons deal damage normally. A slam attack deals damage based on the ice beast's size. (If the base creature already had a slam attack, use the ice beast's slam attack only if it's better.)

Ice Beast Size	Slam Attack Damage
Diminutive or Fine	1
Tiny	1d2
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	3d6
Colossal	4d6

Special Attacks: An ice beast loses all special attacks of the base creature. It gains one (and only one) of the following special attacks, chosen by its maker at the time of its creation.

Cold Aura (Su): The ice beast deals 1d6 points of cold damage to all creatures within 10 feet as a free action at the beginning of its turn each round.

Engulf (Su): As a standard action, the ice beast can attempt to engulf a single opponent it threatens. The opponent must be one size or more smaller than the ice beast, so a Large ice beast can engulf Medium or smaller creatures. The target is entitled to a Reflex save (DC 10 + 1/2 the ice beast's Hit Dice + the ice beast's Str modifier) to avoid being engulfed. A creature engulfed by the ice beast is considered to be pinned and trapped inside its body. The engulfed creature takes 2d6 points of cold damage per round on its turn, and may begin to drown (although it can hold its breath). An ice beast can only engulf one victim at a time. To escape, the victim must escape the pin and then escape the grapple by winning grapple checks against the ice beast. The victim can choose to make Escape Artist checks in place of grapple checks. If the ice beast is killed, any engulfed victims are freed.

Frigid Touch (Su): The ice beast deals an extra 1d6 points of cold damage with each successful melee attack.

Ice Breath (Su): As a standard action, the ice beast can breathe cold. Its breath weapon deals 1d6 points of cold damage per 2 HD it possesses (minimum 1d6, maximum 10d6) in a 30-foot cone (DC 10 + 1/2 the ice beast's HD, Reflex save half). Once an ice beast uses its ice breath, it must wait 1d4 rounds before it can use its breath weapon again.

Special Qualities: An ice beast loses all special qualities of the base creature. It gains the following special qualities:

Cold Subtype (Ex): An ice beast has immunity to cold. It has vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or a failure.

Construct Traits: An ice beast has immunity to poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to extra damage from critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Cannot heal damage, but can be repaired. It has darkvision out to 60 feet and low-light vision.

Damage Reduction (Su): The ice beast gains damage reduction based on its Hit Dice, as shown below:

Hit Dice	Damage Reduction
1–4 HD	None
5–9 HD	5/magic
10–19 HD	10/magic
20 HD+	15/magic

Saves: Base save bonuses are Fort +1/3 HD, Ref +1/3 HD, and Will +1/3 HD.

Abilities: An ice beast has no Constitution or Intelligence score. Its Wisdom changes to 10, and its Charisma changes to 1.

Skills: An ice beast has no skills.

Feats: An ice beast loses all feats except those that improve its attack, such as Improved Natural Attack, Multiattack, or Weapon Finesse.

Environment: Any, usually same as base creature.

Organization: Any.

Challenge Rating: An ice beast's CR is 1 plus 1/2 its Hit Dice.

Treasure: None.

Alignment: Always neutral.

Advancement: As base creature (or — if creature advances by character class).

Level Adjustment: —.

ICE TOAD

Large Magical Beast (Cold)
Hit Dice: 5d10+15 (37 hp)
Initiative: +5
Speed: 30 ft. (6 squares)
Armor Class: 16 (–1 size, +1 Dex, +6 natural), touch 10, flat-footed 15
Base Attack/Grapple: +5/+13
Attack: Bite +8 melee (2d6+6) or tongue +5 ranged (1d4+4 nonlethal)
Full Attack: Bite +8 melee (2d6+6) or tongue +5 ranged (1d4+4 nonlethal)
Space/Reach: 10 ft./5 ft. (tongue up to 10 ft.)
Special Attacks: Improved grab, sphere of cold, swallow whole
Special Qualities: Darkvision 60 ft., immunity to cold, low-light vision, vulnerability to fire
Saving Throws: Fort +7, Ref +5, Will +1
Abilities: Str 18, Dex 13, Con 17, Int 6, Wis 10, Cha 7
Skills: Hide +1*, Jump +10, Listen +4, Spot +4

Feats: Alertness, Improved Initiative
Environment: Cold marshes
Organization: Solitary, pair, or colony (3–4)
Challenge Rating: 3
Treasure: 50% coins; double goods, standard items
Alignment: Often neutral
Advancement: 6–12 HD (Large); 13–15 HD (Huge)
Level Adjustment: —

This froglike creature is the size of a horse. Its skin is a dead white color, with warty lumps of pale blue, and its huge mouth is filled with small, sharp teeth.

Ice toads are 8 feet long and weigh 500 pounds or more. They are moderately intelligent, and actively collect gems and jewelry, particularly diamonds.

Ice toad

COMBAT

Although they are more intelligent than mere animals, ice toads are still too dim for complicated tactics. They attack just about anything, and fight brutally. Like all toads, they attack with their long tongues, using them to drag prey to their mouths.

Improved Grab (Ex): To use this ability, an ice toad must hit a Medium or smaller creature with its tongue attack. If it gets a hold, it begins to drag its target to its mouth. In subsequent rounds, the toad and the target make opposed Strength checks. The toad and the target gain a +4 bonus on this check for each size category larger than Medium, or a –4 penalty for each size category smaller than Medium (an ice toad's usual modifier is +8 for size and Strength). If the ice toad wins the opposed Strength check, the toad drags the victim closer by 1 foot for every point of difference between the check results.

If the victim wins the opposed check, it breaks free. If the distance between the toad and the victim is reduced to 0 (when the victim is drawn into the toad's mouth), the toad immediately makes a bite attack as a free action. The target is considered grappled, and loses any Dexterity bonus to AC.

Toads also have improved grab with their bite attacks. To use this ability, the ice toad must hit with its bite attack, either after dragging an opponent to its mouth or simply as a normal melee attack. If it gets a hold, it can swallow whole.

Sphere of Cold (Su): As a standard action, an ice toad can exude a sphere of numbing cold in a 10-foot radius from its body. Creatures within this radius take 3d6 points of cold damage (Fortitude DC 15 half). The save DC is Constitution-based. An ice toad can activate this sphere of cold every other round, starting in the first round of combat.

Swallow Whole (Ex): An ice toad can try to swallow a grabbed opponent that is at least two size catagories smaller than it is (that is, Small or smaller).To swallow a creature, the ice toad must make a successful grapple check. Once inside, the opponent takes 1d6+6 points of crushing damage plus 1d4 points of acid damage per round. A swallowed creature can cut its way out by using a light slashing weapon to kill the toad from the inside (AC 13).

A Large ice toad can hold one Small, two Tiny, four Diminutive, or eight Fine creatures in its gut. A Huge ice toad can hold one Medium, two Small, four Tiny, eight Diminutive, or sixteen Fine creatures in its gut.

Skills: *Ice toads receive a +8 racial bonus on Hide checks in snowy or icy environments. All toads receive a +6 racial bonus on Jump checks.

ICEGAUNT

Medium Undead (Cold)
Hit Dice: 10d12+3 (68 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 17 (+7 natural), touch 10, flat-footed 17
Base Attack/Grapple: +5/+10
Attack: Slam +10 melee (1d6+7 plus 1d6 cold plus 1d4 Constitution drain)
Full Attack: Slam +10 melee (1d6+7 plus 1d6 cold plus 1d4 Constitution drain)
Space/Reach: 5 ft./ 5 ft.
Special Attacks: Constitution drain, create spawn, frost touch, spells
Special Qualities: Darkvision 60 ft., damage reduction 10/magic, immunity to cold, undead traits, vulnerability to fire
Saves: Fort +3, Ref +3, Will +9
Abilities: Str 20, Dex 11, Con —, Int 11, Wis 14, Cha 12
Skills: Concentration +14, Hide +13, Move Silently +13, Spot +15
Feats: Cleave, Power Attack, Silent Spell, Toughness
Environment: Cold mountains
Organization: Solitary, pair, or tomb (3–8)
Challenge Rating: 6
Treasure: Standard
Alignment: Usually neutral evil
Advancement: 11–20 HD (Medium)
Level Adjustment: —

Illus. by M. Cotie

Illus. by S. Ellis

Icegaunt

This aged human has deeply tanned skin furrowed by countless wrinkles. He wears weather-beaten furs, and his eyes are dark and cold.

Over long winters or on high mountain peaks, human remains become freeze-dried husks with perfectly preserved hair, clothes, and skin, but without any liquid remaining in their flesh. When animated, these corpses become icegaunts, intelligent undead tied to alpine glaciers and vast polar ice caps.

An icegaunt is a weathered, wrinkled creature with tanned skin and a cold, bony handshake. It can speak, though only haltingly and in a harsh rasp common to frostbite victims. Its clothes are sometimes covered with frost or ice, but otherwise normal for the terrain. Careful observers will notice that icegaunts do not breathe.

Icegaunts are commonly the result of sacrifices to mountain gods. In a few cases, icegaunts are created from the bodies of polar explorers, who then wander endlessly, seeking to lead others astray in a frozen death. Because their well-preserved flesh makes them appear more aged than withered, icegaunts can sometimes fool others into following them. As false guides, they inevitably lead others into glacial crevasses or avalanches, or onto dangerously thin ice.

Icegaunts speak Common.

COMBAT

In combat, icegaunts prefer to attack by surprise, lurching up from shallow pits dug in snow or ice, or appearing out of a summoned storm of obscuring snow. Like mummies, they are intelligent and fear fire.

Constitution Drain (Su): Living creatures hit by an icegaunt's slam attack must succeed on a DC 16 Fortitude save or take 1d4 points of Constitution drain. The save DC is Charisma-based. On each successful drain, the icegaunt gains 5 temporary hit points. Temporary hit points gained in this manner last for up to 1 hour.

Create Spawn (Su): Any humanoid slain by an icegaunt rises as an icegaunt at the next midnight. Spawn are under the command of the icegaunt that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Frost Touch (Su): An icegaunt deals an extra 1d6 points of cold damage with each successful slam attack.

Spells: Icegaunts cast spells as 5th-level druids. They can never prepare or cast fire spells.

Typical Druid Spells Prepared: 0—*detect magic* (2), *guidance, light, resistance;* 1st—*conjure ice beast I*, detect snares and pits, longstrider, obscuring mist;* 2nd—*chill metal* (DC 12), *fog cloud, numbing sphere** (DC 14); 3rd—*column of ice** (DC 15).

*New spell described in Chapter 5.

Undead Traits: An icegaunt is immune to mind-affecting spells and abilities, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to extra damage from critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be *raised*, and *resurrection* works only if it is willing. It has darkvision out to 60 feet.

MALASYNEP

Huge Aberration (Aquatic, Cold)
Hit Dice: 8d8+35 (71 hp)
Initiative: +2
Speed: 10 ft. (2 squares), burrow 40 ft., swim 40 ft.
Armor Class: 17 (–2 size, +2 Dex, +7 natural), touch 10, flat-footed 15
Base Attack/Grapple: +6/+21
Attack: Bite +11 melee (2d6+7)
Full Attack: Bite +11 melee (2d6+7) and slam +6 melee (1d6+3)
Space/Reach: 15 ft./10 ft.
Special Attacks: Improved grab, psi-like abilities, swallow whole
Special Qualities: Amphibious, darkvision 60 ft., heat sense, immunity to cold, vulnerability to fire
Saves: Fort +6, Ref +6, Will +10
Abilities: Str 25, Dex 14, Con 19, Int 17, Wis 18, Cha 18
Skills: Concentration +15, Intimidate +15, Knowledge (any one) +14, Listen +15, Spot +15, Swim +15

Feats: Combat Casting, Lightning Reflexes, Toughness
Environment: Cold aquatic
Organization: Solitary or brood (3–4)
Challenge Rating: 7
Treasure: Double standard
Alignment: Often chaotic evil
Advancement: 9–18 HD (Huge); 19–24 HD (Gargantuan)
Level Adjustment: —

The everfrost explodes as a massive creature with a gaping, beaklike maw of razor-sharp teeth erupts out of the frozen earth, propelled by two sets of giant, ridged fins on either side of its 25-foot-long body. Its skin is mottled with splotches of gray and white, and its large, piercing, cobalt-blue eyes suggest a keen intelligence.

The malasynep is a vile creature equally adept at burrowing through everfrost and ice and swimming through slush and water. Only on land does its lack of feet curtail its speed, forcing it to crawl across the surface, convulsing its entire 5,000-pound body to slowly propel itself.

Malasyneps travel the frostfell, seeking prey far and wide, using their heat sense to locate potential targets. Though they often eat their kills, malasyneps have a primal need to slay living creatures that enter their territory and will, therefore, attack whenever the opportunity presents itself.

This territorial instinct makes the malasynep an excellent guardian, especially for stronger creatures of cold who can dominate, enslave, or strike a mutually beneficial deal with these beasts. The chaotic nature of malasyneps, however, makes them dangerous to trespassers and inhabitants alike, and so they are usually placed in slushy moats, icebergs, or massive chunks of glacier or magically created ice, far from the denizens they were meant to protect.

Malasynep

Malasyneps speak Aquan.

COMBAT

A malasynep attacks by slamming its enormous body into its opponents or by biting foes with its triple rows of razor-sharp teeth, although it first tries to weaken enemies with its psionic powers.

Improved Grab (Ex): To use this ability, a malasynep must hit a Large or smaller foe with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

Psi-Like Abilities: At will—*energy emanation** (cold only, 3d6+3, DC 18); *1/day—energy flash** (cold only, 9d6+9; DC 19). Manifester level 9th. The save DCs are Charisma-based.

*New power described in Chapter 5.

Swallow Whole (Ex): A malasynep can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check. Once inside, the opponent takes 2d6+7 points of crushing damage plus 1d6 points of cold damage and 1d6 points of acid damage per round from the malasynep's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 20 points of damage to the gizzard (AC 13). Once the creature exits, muscular action closes the hole; other swallowed opponents must cut their own way out. A Huge malasynep's interior can hold 1 Large, 4 Medium, 16 Small, 64 Tiny, or 256 Diminutive or smaller opponents.

Amphibious (Ex): Although a malasynep breathes with gills, it can survive indefinitely out of the water.

Heat Sense (Su): A malasynep can automatically sense heat sources within 60 feet, as the spell *detect fire*. It senses only the presence or absence of heat, but if it chooses to use a standard action to concentrate on this ability, it can establish the number and location of heat auras and the strength of each in the second and third rounds of concentration.

Invisible creatures whose location is pinpointed by heat sense still have total concealment from the malasynep.

Skills: A malasynep has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Illus. by S. Belledin

MALASYNEP MINDMAGE

Malasynep 6th-Level Sorcerer
Huge Aberration (Aquatic, Cold)
Hit Dice: 8d8+51 plus 6d4+36 (138 hp)
Initiative: +4
Speed: 10 ft. (2 squares), burrow 40 ft., swim 40 ft.
Armor Class: 19 (–2 size, +4 Dex, +7 natural), touch 12, flat-footed 17
Base Attack/Grapple: +9/+25
Attack: Bite +15 melee (2d6+8)
Full Attack: Bite +15 melee (2d6+8) and slam +10 melee (1d6+4)
Space/Reach: 15 ft./10 ft.
Special Attacks: Improved grab, psi-like abilities, spells, swallow whole
Special Qualities: Amphibious, darkvision 60 ft., heat sense, immunity to cold, vulnerability to fire
Saves: Fort +12, Ref +10, Will +14
Abilities: Str 27, Dex 18, Con 22, Int 17, Wis 16, Cha 23
Skills: Concentration +17, Intimidate +17, Knowledge (arcana) +12, Knowledge (any one) +14, Listen +17, Spellcraft +12, Spot +17, Swim +16
Feats: Combat Casting, Empower Spell, Great Fortitude, Lightning Reflexes, Toughness
Environment: Cold aquatic
Organization: Solitary
Challenge Rating: 10
Treasure: Double standard
Alignment: Often chaotic evil
Advancement: By character class
Level Adjustment: —

Malasyneps sometimes curtail their territoriality so that they can focus on other matters, usually plotting to take control of larger and larger territories. In this quest to establish an extensive domain, a few malasyneps turn to the study of magic, specifically that branch of arcana that deals primarily with the power of cold and ice. Malasynep spellcasters are known as mindmages.

The malasynep mindmage presented here had the following ability scores before racial adjustments and Hit Dice ability score increases: Str 12, Dex 14, Con 13, Int 10, Wis 8, Cha 15.

Combat

This malasynep mindmage possesses all the abilities of the malasynep (see above), but also casts spells as a 6th-level sorcerer.

Typical Sorcerer Spells Known (6/8/7/4 per day; caster level 6th): 0—*daze* (DC 16), *detect magic, ghost sound* (DC 16), *ray of frost* (+11 ranged touch), *read magic, resistance, touch of fatigue* (+15 melee touch; DC 16); 1st—*mage armor, ray of enfeeblement* (+11 ranged touch), *shivering touch** (+15 melee touch), *silent image*; 2nd—*resist energy, numbing sphere** (DC 18); 3rd—*lightning bolt* (DC 19).

*New spell described in Chapter 5.

MARZANNA

Medium Monstrous Humanoid (Cold)
Hit Dice: 8d8+16 (52 hp)
Initiative: +1
Speed: 30 ft. (6 squares), swim 30 ft.
Armor Class: 20 (+1 Dex, +9 natural), touch 11, flat-footed 19
Base Attack/Grapple: +8/+13
Attack: Claw +13 melee (1d6+5)
Full Attack: 2 claws +13 melee (1d6+5)
Space/Reach: 5 ft./5 ft.
Special Attacks: Dreadful eye, rend 2d6+7, spell-like abilities
Special Qualities: Darkvision 90 ft., immunity to cold, spell resistance 15, vulnerability to fire
Saves: Fort +6, Ref +7, Will +7
Abilities: Str 21, Dex 12, Con 14, Int 14, Wis 13, Cha 13
Skills: Concentration +13, Craft or Knowledge (any one) +7, Hide +7, Listen +14, Spot +14, Swim +13
Feats: Alertness, Blind-Fight, Great Fortitude
Environment: Cold forests
Organization: Solitary or covey (3 marzannas plus 1–8 ogres and 1–3 frost giants)
Challenge Rating: 6
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: —

Dressed in tattered white furs, this horrible old woman has icy white skin and talonlike hands. Her face is hideously ugly, and her bright blue eyes gleam with malice.

Marzanna

This winter hag is the personification of death and winter. She almost always appears as an old woman

Illus. by S. Ellis

with a crooked back and clawlike hands, dressed in white furs and robes. Many peasants believe that if they can trick a marzanna, they can avoid death itself. This is only partly true—the offerings that they leave for a marzanna do prolong their lives, but only because their bribes convince the marzanna not to kill and devour them.

Like other hags, a marzanna enjoys the taste of human flesh, and often cooperates with frost giants, frost folk, and ogres. A typical marzanna stands 6 to 8 feet tall and weighs between 250 and 300 pounds. Their stooped posture makes marzannas seem slightly smaller than they really are, but their marble-white skin and dark brown claws are clear signs that they are not human. They typically dress in ragged layers of poorly cured furs, tattered robes, and worn shawls.

Like all hags, marzannas speak Common and Giant.

COMBAT

A marzanna prefers not to fight if she can convince others to give up without a fight, or if she can convince others to do her fighting for her.

Dreadful Eye (Su): Three times per day a marzanna can cast her dire gaze upon any single creature within 30 feet. The target must succeed on a DC 15 Will save or become panicked for 10 rounds. Creatures that are panicked by a marzanna's dreadful eye must succeed on a DC 15 Fortitude save or die from fright. This is a mind-affecting fear effect. The save DC is Charisma-based.

Rend (Ex): A marzanna that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+7 points of damage.

Spell-Like Abilities: At will—*dancing lights, ghost sound* (DC 11), *obscuring snow, pass without trace, ray of frost* (+9 ranged touch); 3/day—*alter self, bestow curse* (+13 melee touch; DC 15), *numbing sphere* (DC 13), and *wall of ice* (DC 15); 1/day—*ice storm*; 1/week—*control weather, nightmare* (DC 16). Caster level 8th.

Neanderthal

NEANDERTHAL

Neanderthal, 1st-level Warrior
Medium Humanoid (Human)
Hit Dice: 1d8+5 (9 hp)
Initiative: –1
Speed: 20 ft. in hide armor (4 squares), base land speed 30 ft.
Armor Class: 12 (–1 Dex, +3 hide armor), touch 9, flat-footed 12
Base Attack/Grapple: +1/+3
Attack: Greatclub +4 melee (1d10+3) or spear +1 ranged (1d8+2/×3)
Full Attack: Greatclub +4 melee (1d10+3) or spear +1 ranged (1d8+2/×3)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Neanderthal traits
Saves: Fort +4, Ref –1, Will –1
Abilities: Str 15, Dex 9, Con 14, Int 8, Wis 9, Cha 8
Skills: Listen +1, Spot +2, Survival +2
Feats: Toughness
Environment: Cold hills
Organization: Family (2–12), clan (10–24 plus 50% noncombatants plus 1 3rd-level chief per 20 adults, 1 druid of 3rd–5th level per 10 adults, and 1 leader of 4th–6th level), or warband (10–20 plus 1 3rd-level chief per 10 warriors, 1–3 saber-toothed tigers, 1–2 druids of 2nd–4th level, and 1 war chief of 5th–8th level)
Challenge Rating: 1/2
Treasure: Standard
Alignment: Often neutral
Advancement: By character class
Level Adjustment: +0

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This fierce humanlike savage is hairy and thickly built, with long arms and a barrel chest. He has a sloping brow and a large, strong jaw, and he wears crudely tanned hide armor and carries a mighty club.

Neanderthals are primitive cousins of humans who live in caves in cold climates. Their stone tools and weapons are often inferior to those of civilized species, and they compete with goblinoids and orcs for the best caves and hunting grounds. They survive where the beasts they hunt survive: the woolly mammoth, the glyptodon, and the branta. They are sometimes called cave folk.

Neanderthals speak Common.

COMBAT

Neanderthals are skilled hunters and work together to take down large prey. When confronted by other humanoids, they fight to defend their territory, but are rarely organized enough to drive determined settlers off their lands. They fight in small clan or family groups; rarely, a charismatic war leader can raise a warband to attack and plunder nearby towns.

Some neanderthal tribes have tame saber-toothed tigers as hunting companions. Others ride megaloceroses bareback into battle, though they dismount to fight.

Neanderthal Traits: Neanderthals possess the following traits:

— +2 Strength, +2 Constitution, –2 Dexterity, –2 Intelligence.

—Size Medium.

A neanderthal's base land speed is 30 feet.

—Primitive Weapon Mastery (Ex): Neanderthals have a +1 racial bonus on attack rolls made with the following weapons: bolas, club, dart, greatclub, goad, harpoon, iuak, javelin, longspear, quarterstaff, ritiik, shortbow, shortspear, sling, spear, sugliin, throwing axe, and tigerskull club.

— +2 racial bonus on Listen, Spot, and Survival checks.

—Climate-Tolerant (Ex): Neanderthals do not have to make Fortitude saves in extreme environments between –20° and 140° F (severe cold to severe heat). This ability does not provide any protection from fire or cold damage.

—Human Blood: For all effects related to race, a neanderthal is considered a human.

—Illiteracy: Neanderthals do not automatically know how to read and write.

—Automatic Languages: Common. Bonus Languages: Dwarven, Giant, and Orc.

—Favored Class: Barbarian.

PLAYING A NEANDERTHAL

Neanderthal player characters are described in detail in Chapter 2. Many neanderthals are very capable druids; very few are rogues, wizards, sorcerers, or clerics.

The neanderthal warrior presented here had the following ability scores before racial adjustments: Strength 13, Dexterity 11, Constitution 12, Intelligence 10, Wisdom 9, Charisma 8.

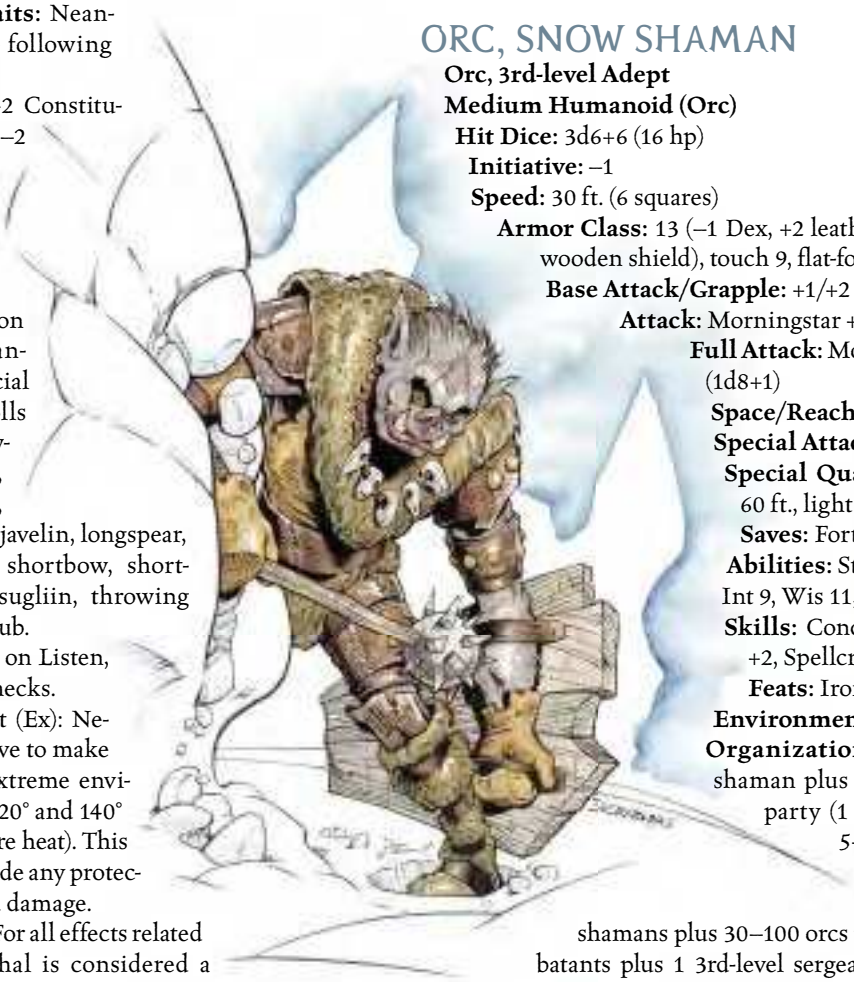
ORC

Orcs thrive in lands that other races regard as barren and inhospitable, so naturally they are often found in the bitter reaches of the frostfell. Savage orc tribes come screaming out of the icebound lands to loot and pillage softer lands whenever the opportunity presents itself.

Orcs are described in the *Monster Manual* (page 203). This entry describes the snow shaman, an orc adept who often accompanies gangs of orc warriors on their forays.

ORC, SNOW SHAMAN

Orc, 3rd-level Adept
Medium Humanoid (Orc)
Hit Dice: 3d6+6 (16 hp)
Initiative: –1
Speed: 30 ft. (6 squares)
Armor Class: 13 (–1 Dex, +2 leather armor, +2 heavy wooden shield), touch 9, flat-footed 13
Base Attack/Grapple: +1/+2
Attack: Morningstar +0 melee (1d8+1)
Full Attack: Morningstar +0 melee (1d8+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spells
Special Qualities: Darkvision 60 ft., light sensitivity
Saves: Fort +2, Ref +0, Will +5
Abilities: Str 12, Dex 9, Con 12, Int 9, Wis 11, Cha 8
Skills: Concentration +3, Heal +2, Spellcraft +1
Feats: Iron Will, Toughness
Environment: Cold hills
Organization: Gang (1 snow shaman plus 2–4 orcs), hunting party (1 snow shaman plus 5–8 orcs plus 2 3rd-level sergeants) or band (2–4 snow shamans plus 30–100 orcs plus 150% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)



Snow shaman orc

Illus. by D. Crabapple

Challenge Rating: 2
Treasure: Standard
Alignment: Often chaotic evil
Advancement: By character class
Level Adjustment: +0

This orc is dressed in leather armor and wears a wolf skin around his shoulders. Ritual scars mark his face, and he carries a necklace of small animal skulls around his neck. He is armed with a shield and a morningstar.

A snow shaman accompanies orc warriors into battle, exhorting them to fight more fiercely.

The snow shaman presented here had the following ability scores before racial adjustments: Strength 8, Dexterity 9, Constitution 12, Intelligence 11, Wisdom 13, Charisma 10.

COMBAT

Patient and crafty, a snow shaman avoids melee until all enemies are engaged, and then looks for a dangerous enemy to attack with his *touch of fatigue* or *burning hands* spell. Once his spells are expended, he wades into melee, swinging his morningstar. He looks for opportunities to flank foes with more skillful warriors.

Spells: This snow shaman is a 3rd-level adept.

Typical Spells Prepared (caster level 3rd): 0—*detect magic, cure minor wounds, touch of fatigue* (+2 melee touch; DC 10); 1st—*burning hands, cure light wounds.*

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

PUDDING, WHITE

Large Ooze
Hit Dice: 9d10+45 (94 hp)
Initiative: –4
Movement: 20 ft. (4 squares), swim 20 ft.
Armor Class: 5 (–1 size, –4 Dex), touch 5, flat-footed 5
Base Attack/Grapple: +6/+12
Attack: Slam +7 melee (2d4+3 plus 2d4 acid)
Full Attack: Slam +7 melee (2d4+3 plus 2d4 acid)
Space/Reach: 10 ft./5 ft.
Special Attacks: Acid, constrict 2d4+3 plus 2d4 acid, improved grab
Special Qualities: Blindsight 60 ft., resistance to cold 10, ooze traits, split
Saves: Fort +8, Ref –1, Will –2
Abilities: Str 15, Dex 2, Con 20, Int —, Wis 1, Cha 1
Skills: Hide –8*, Swim +10
Feats: —
Environment: Cold aquatic
Organization: Solitary
Challenge Rating: 6
Treasure: None
Alignment: Always neutral
Advancement: 10–14 HD (Large); 15–27 HD (Huge)
Level Adjustment: —

A large mass of damp white snow seethes and pours itself toward you.

White puddings are smaller, cold-adapted relatives of the black pudding, and one of the rare oozes that thrive in winter conditions. They live amid ice floes and coastal shelves, and hunt seals, penguins, and other creatures that inhabit pack ice. Their kills are often completely silent, since they smother and consume small prey.

White puddings are voracious and do not sleep. Their most active cycle is during the night (when their lack of strong vision is less of a hindrance), but they also stalk prey during daylight hours. When prey eludes them they can survive by dissolving plant material, but this diet seems to eventually sap the creature's reserves of some vital foodstuff. White puddings fed nothing but wood and grasses eventually sicken and die.

COMBAT

White puddings attack by grabbing and squeezing their prey. They attack the closest prey, and can be baited into pursuing whatever target offers itself as closest from round to round.

Acid (Ex): A white pudding secretes a digestive acid that dissolves organic material quickly, but does not affect stone or metal. Any melee hit or constrict attack deals acid damage, and the opponent's armor (if not metal) and

White pudding

Illus. by E. Cox

clothing dissolves and become immediately useless unless it succeeds on a DC 19 Reflex saving throw. A wooden weapon that strikes a white pudding also dissolves immediately unless it succeeds on a DC 19 Reflex save. The save DCs are Constitution-based.

The pudding's acidic touch deals 19 points of damage per round to wooden, leather, or other organic objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A white pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a –4 penalty on Reflex saves against the acid.

Improved Grab (Ex): To use this ability, a pudding must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict its prey.

Ooze Traits: An ooze is blind (blindsight 60 ft.) and immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. It is immune to poison, sleep effects, paralysis, stunning, and *polymorphing*. It is not subject to extra damage from critical hits or flanking.

Split (Ex): Slashing and piercing weapons deal no damage to a white pudding. Instead the creature splits into two identical puddings, each with half the original pudding's hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Skills: *White puddings are difficult to spot against snow and ice. They gain a +16 racial bonus on Hide checks in snowy or icy environments.

RAVEN, GIANT

Large Magical Beast
Hit Dice: 3d10+3 (19 hp)
Initiative: +4
Speed: 20 ft. (4 squares), fly 70 ft. (poor)
Armor Class: 16 (–1 size, +4 Dex, +3 natural), touch 13, flat-footed 12
Base Attack/Grapple: +3/+10
Attack: Bite +5 melee (1d8+3)
Full Attack: Bite +5 melee (1d8+3), 2 claws +3 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., evasion, low-light vision
Saves: Fort +4, Ref +7, Will +2
Abilities: Str 16, Dex 19, Con 13, Int 12, Wis 12, Cha 10
Skills: Bluff +3, Listen +4, Sense Motive +4, Spot +7*, Survival +4
Feats: Flyby Attack, Multiattack
Environment: Cold mountains
Organization: Solitary, pair, or flock (2–20)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 4–9 HD (Large)
Level Adjustment: +2 (cohort)

This black-feathered bird is the size of a riding horse. It has a sharp, black beak, and its dark eyes seem to project an eerie intelligence.

Illus. by D. Crabapple

Giant raven

Giant ravens are intelligent, mischievous scavengers that dwell among the high places of the frostfell. They are sometimes domesticated as aerial steeds by barbarian tribes. The giant raven is a willful bird, prone to crude practical jokes such as stealing its rider's helmet or weapon and hiding it someplace where the rider can't reach it.

Giant ravens born and living in the wild rarely attack other creatures unless they feel threatened or their nests, young, or eggs are endangered. Young ravens can be trained as aerial mounts, though they are less prized than giant eagles, giant owls, or pegasi.

Giant ravens speak Common and Giant.

COMBAT

When fighting without a rider, a giant raven prefers to harry its enemy by swooping close to strike and then quickly retreating, rather than enter a stand-up fight. The bird is capable of diving onto targets from a great height, using its sharp beak and daggerlike

talons to slash at an opponent's face. A mated pair attacks in concert, fighting to the death to defend their nest, young, or eggs. Several giant ravens sometimes band together to defend their nesting grounds against predators or egg raiders.

Evasion (Ex): If exposed to any effect that normally allows a Reflex save for half damage, a giant raven takes no damage with a successful saving throw.

Skills: *Giant ravens receive a +4 racial bonus on Spot checks during daylight hours.

TRAINING A GIANT RAVEN

Although intelligent, a giant raven requires training before it can bear a rider in combat. To be trained, a giant raven must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly giant raven requires six weeks of work and a DC 25 Handle Animal check. Riding a giant raven requires an exotic saddle. A giant raven can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Giant raven eggs are worth 1,500 gp apiece on the open market, while hatchlings are worth 2,500 gp each. Professional trainers charge 1,000 gp to rear or train a giant raven.

Carrying Capacity: A light load for a giant raven is up to 152 pounds; a medium load, 153–306 pounds; and a heavy load, 307–460 pounds. A giant raven cannot fly with a heavy load.

RIMEFIRE EIDOLON

Medium Fey (Cold)
Hit Dice: 12d6+36 (78 hp)
Initiative: +11
Speed: 30 ft. (6 squares), fly 120 ft. (perfect)
Armor Class: 19* (+7 Dex, +2 natural), touch 17*, flat-footed 12*
Base Attack/Grapple: +6/+6
Attack: Slam +13 melee (1d4 plus 1d6 cold) or rimefire bolt +13 ranged (3d6+6 rimefire)
Full Attack: 2 slams +13 melee (1d4 plus 1d6 cold) or rimefire bolt +13/+8 ranged (3d6+6 rimefire)
Space/Reach: 5 ft./5 ft.
Special Attacks: Frost touch, rimefire bolt, spell-like abilities
Special Qualities: Damage reduction 10/cold iron, iceberg dependent, ice glide, immunity to cold, low-light vision, rimefire bond, tremorsense 60 ft., vulnerability to fire
Saves: Fort +9, Ref +15, Will +11
Abilities: Str 10, Dex 24, Con 17, Int 15, Wis 17, Cha 22
Skills: Bluff +21, Concentration +18, Diplomacy +25, Disguise +6 (+8 acting), Intimidate +8, Knowledge (nature) +17, Knowledge (religion) +17, Listen +18, Sense Motive +18, Spot +18, Survival +3 (+5 in aboveground natural environments)
Feats: Empower Spell-Like Ability (*ice storm*), Great Fortitude, Improved Initiative, Mark of Hleid, Weapon Finesse
Environment: Cold aquatic

Rimefire eidolon

Illus. by D. Scott

Organization: Solitary or bonded pair (rimefire eidolon plus 1 rimefire witch)
Challenge Rating: 9
Treasure: Standard
Alignment: Always chaotic good
Advancement: 13–36 HD (Medium)
Level Adjustment: —

*The eidolon gains a +2 sacred bonus to AC against evil creatures with the cold subtype.

This creature appears as a jagged lump of ice surrounded by a nimbus of cold blue fire. It walks along the ground with the aid of several thin tendrils.

Rimefire eidolons are the living manifestations of the shards of the ancient deity Hleid, who landed in the polar seas after she was struck down ages ago by her nemesis Iborighu.

Rimefire eidolons are unusual creatures. As the last physical vestiges of an ancient deity, they carry about them an almost palpable aura of sadness and anger. The intense cold radiated by these creatures when they were first created and cast into the seas caused the waters around them to instantly freeze into massive icebergs. The eidolons were not harmed by this, since they can pass through ice as easily as a fish swims through water. In fact, these icebergs serve as excellent protection against minions of Iborighu, who to this day seek to track down and destroy rimefire eidolons.

A rimefire eidolon uses its spell-like abilities to carve complex networks of tunnels and chambers within one of these icebergs. The eidolon then takes care to create dangerous traps and place fierce and loyal guardians in the chambers in an attempt to keep all others (especially

cultists of Iborighu) from reaching it. A rimefire eidolon is gifted with the ability to mentally seek out and contact a rimefire witch, one of the mortal worshipers of Hleid; when it calls its mortal guardian, it provides directions and passwords in the form of dreams for the guardian to safely reach the rimefire eidolon.

A rimefire eidolon in its natural form looks like a 4-foot sphere of light blue fire, swirling around a jagged lump of crystal-clear ice that moves about via several long and thin tendrils made of flexible ice. After bonding with a mortal, a rimefire eidolon changes its appearance to look like an animated statue of ice that is otherwise a perfect replica of its bonded rimefire witch.

Rimefire eidolons speak Common, Auran, Aquan, and Sylvan. They are immortal, and have no need to eat, drink, or breathe, but often do so nonetheless simply for entertainment.

COMBAT

Rimefire eidolons avoid melee combat, since they are rather unskilled in it. They prefer to maintain ranged superiority by virtue of their swift fly speed, and use their rimefire bolts and spell-like abilities to defend themselves.

If a rimefire eidolon has a bonded rimefire witch and it ever sustains damage or succumbs to a harmful effect, the bonded witch comes to the eidolon's aid as quickly as possible. High-level rimefire witches can use *word of recall* to instantaneously travel to the heart of a rimefire eidolon's iceberg, and do so without hesitation if their eidolon is ever in danger.

Frost Touch (Su): A rimefire eidolon deals an extra 1d6 points of cold damage with each successful slam attack.

Rimefire Bolt (Su): A rimefire eidolon can hurl bolts of the burning radiance that constantly surrounds it. A rimefire bolt has a range of 100 feet, and attacks as a ranged touch attack. The bolt deals damage equal to 3d6 plus the rimefire eidolon's Charisma modifier. Half of this damage is cold damage, and half is fire damage. A rimefire eidolon may use the full attack action to make multiple attacks with rimefire bolts.

Spell-Like Abilities: At will—*blur, clairaudience/clairvoyance* (only within 300 yards of home iceberg), *detect evil, detect magic, ice shape, ice slick, obscuring snow, see invisibility*; 3/day—*chill metal* (DC 18), *cone of cold* (DC 21), *ice storm, wall of ice, winter's embrace* (DC 20); 1/day—*entomb* (DC 22), *polar ray* (+13 ranged touch). Caster level 12th.

Iceberg Dependent (Su): A rimefire eidolon risks death if it travels more than 300 yards from its iceberg home; if forced to do so, it takes 1d6 points of damage per round until it either dies or is allowed to return to its iceberg. As long as a rimefire eidolon is inside of or in contact with its iceberg, it can use *clairaudience/clairvoyance* as a spell-like ability at will, as long as the area observed is within 300 yards. Finally, a rimefire eidolon can cause its iceberg to move by concentrating; each round it maintains its concentration, the iceberg moves as it directs at a speed of 20 feet.

Ice Glide (Ex): An eidolon can glide through ice, snow, or slush as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, and its passage does not create any ripples or other signs of its presence.

A rimefire eidolon often fights from the cover of an ice wall or snow field in much the same way that an incorporeal creature can use a wall or floor for cover. An eidolon attacking a creature outside the ice or snow in which it is hiding gains the benefit of cover.

Rimefire Bond (Su): A rimefire eidolon may forge a powerful spiritual bond with an aspiring rimefire witch. Doing so requires the rimefire eidolon to simply touch the target and will the bond to exist. Once it is forged, this bond is a permanent effect and cannot be dispelled or destroyed. If a rimefire witch or her eidolon is killed, this bond is broken. If the slain member of the bond is brought back to life within a year of death, the rimefire bond instantly reforges itself despite any physical distance between the two.

As long as the bond exists, a rimefire eidolon knows the location and condition of its bonded witch as if by the *status* spell. Additionally, the rimefire eidolon gains a +2 morale bonus on all saving throws against mind-affecting and death effects. This bond is powerful enough that it can extend across planar boundaries.

Tremorsense (Ex): An eidolon can automatically sense the location of anything within 60 feet that is in contact with the ground (or ice or snow on top of the ground).

RUSALKA

Medium Fey (Aquatic)
Hit Dice: 2d6 (7 hp)
Initiative: +4
Speed: 30 ft. (6 squares), swim 30 ft.
Armor Class: 16 (+4 Dex, +2 natural), touch 14, flat-footed 12
Base Attack/Grapple: +1/+1
Attack: Dagger +5 melee (1d4)
Full Attack: Dagger +5 melee (1d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Beguiling song
Special Qualities: Low-light vision, *water breathing,* water symbiosis
Saves: Fort +0, Ref +7, Will +5
Abilities: Str 10, Dex 18, Con 10, Int 12, Wis 14, Cha 18
Skills: Diplomacy +6, Escape Artist +9*, Hide +9*, Listen +7, Move Silently +9, Perform (sing) +9, Spot +7, Swim +8, Use Rope +4 (+6 with bindings)
Feats: Weapon Finesse
Environment: Cold aquatic
Organization: Solitary or covey (3–6)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually chaotic neutral
Advancement: 3–6 HD (Medium)
Level Adjustment: —

This beautiful girl sits by the riverbank. Her skin is pale white, and her hair is a strange shade of gold and green. She wears nothing but a slim diaphanous shawl.

Rusalkas are female spirits who dwell in lakes, rivers, and streams. Their beguiling song is known to lure men to watery graves. Their clothing is usually nothing more than a gown or shawl, and some rusalkas go bare skinned.

Some believe rusalkas to be the restless spirits of drowned maidens, tied to the place of their deaths. However, they are in fact water spirits.

Most of the time, just one rusalka inhabits a body of water, but sometimes a small covey lives in an area. Rusalkas generally lead lonely lives, but some tales indicate that vodyanoi take rusalka wives. To ease their loneliness, these fey often use their song to entice men to join them. Some evil or neutral rusalkas are content to let their victims drown, while good rusalkas might confer water breathing upon enamored mortals. Relationships between willing mortals and rusalkas are doomed to end in sadness. The rusalka inevitably frees her paramour or forces him to leave by refusing to give him the ability to breathe water when she realizes he is not truly content to live in her world beneath the water's surface.

Rusalkas speak Aquan, Common, and Sylvan.

COMBAT

A rusalka does not look for martial conflict, only lovers or victims. If threatened, she will often flee, using her natural hiding skills and knowledge of waterways to evade pursuers.

Rusalka

Illus. by D. Scott

Beguiling Song (Su): A rusalka can attempt to beguile creatures with her song. The rusalka sings, targeting a single creature it can see within 300 feet of her body of water (see Water Symbiosis, below). This is a sonic, mind-affecting ability, and the creature must be able to hear the rusalka for it to take effect. The targeted creature must make a DC 17 Will saving throw. If the save is successful, that creature cannot be affected by that rusalka's song for 24 hours.

Failure indicates the creature is utterly beguiled and moves toward the rusalka, taking the most direct route available. If that path leads into a dangerous area (such as very deep or fast-moving water), the beguiled creature is entitled to a second saving throw. A rusalka who desires a companion often moves out of the water and bestows *water breathing* on its beguiled victim so that she can take him underwater. A beguiled creature may take no actions other than defending himself. A beguiled victim who moves within 5 feet of the rusalka must make a DC 18 Will saving throw or be charmed as per *charm monster* cast by an 8th-level sorcerer. Success means that the character is freed from the beguilement and is immune to that rusalka's beguiling song for 24 hours. The beguiling effect continues as long as the rusalka sings. A rusalka need not continue to sing to keep a victim charmed.

A rusalka can use her beguiling song both above and below the water. Good rusalkas cast *water breathing* on their charmed companions to keep them alive below the waves. Evil rusalkas move into deep water, forcing a beguiled victim to move toward them but never allowing the victim to get within 5 feet. If these unlucky creatures fail their second saving throw, they usually drown (see page 304 of the *Dungeon Master's Guide*).

Water Breathing (Sp): Four times per day, a rusalka can use *water breathing* as a 12th-level sorcerer.

Water Symbiosis (Su): Each rusalka is mystically bound to a body of water or waterway as small as a pond or as large as a lake or river. Although aquatic, a rusalka can move as far as 300 yards from the body of water to which she is bound and breathe normally. If she strays farther than that, she must hold her breath or immediately start to drown. Once a rusalka has moved beyond the boundary of her connection, she cannot breathe normally until she has immersed herself in her body of water.

Skills: *A rusalka gains a +4 circumstance bonus on Escape Artist and Hide checks when in contact with the body of water in which she lives. A rusalka gains a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. She can always choose to take 10 on a Swim check, even if distracted or endangered. She can use the run action while swimming, provided she swims in a straight line.

SHIVHAD

Gargantuan Aberration (Cold)
Hit Dice: 24d8+144 (252 hp)
Initiative: +2
Speed: 40 ft. (8 squares), burrow 40 ft., climb 40 ft.
Armor Class: 34* (–4 size, +2 Dex, +26 natural), touch 8, flat-footed 32
Base Attack/Grapple: +18/+41
Attack: Bite +26 melee (4d6+11/19–20)
Full Attack: 6 bites +26 melee (4d6+11/19–20) and 3 claws +20 melee (2d8+5)
Space/Reach: 20 ft./15 ft.
Special Attacks: Ability drain, cold aura, crush 4d6+11
Special Qualities: Absorb cold, damage reduction 15/epic, darkvision 60 ft., glacier bond, immunity to cold, spell resistance 34, vulnerability to fire
Saves: Fort +14, Ref +10*, Will +16
Abilities: Str 32, Dex 15, Con 23, Int 21, Wis 14, Cha 12
Skills: Balance +29, Climb +46, Hide +17, Intimidate +28, Knowledge (geography) +32, Listen +29, Spot +29
Feats: Combat Expertise, Dodge, Improved Critical (bite), Improved Natural Attack (bite, claw), Mobility, Power Attack, Spring Attack, Weapon Focus (bite)
Environment: Cold mountains
Organization: Solitary
Challenge Rating: 21
Treasure: Double standard
Alignment: Usually chaotic evil
Advancement: 25–48 HD (Gargantuan); 49–72 HD (Colossal)
Level Adjustment: —

Roughly spiderlike in shape, this huge monster is almost 40 feet in height, its spherical body raised high above the ground on its eight spiny legs. Three long, grasping claws and six slavering jaws on rubbery tentacles dangle from its body, and its body is dotted with small black eyes that glare with hatred.

Illus. by S. Ellis

Shivhad

Only the largest white dragons can challenge the massive and terrible shivhad when it comes to establishing territory. Thankfully, shivhads are quite rare, and they spend much of their time sleeping underneath their chosen glaciers.

A shivhad is a spiderlike creature with eight spiny legs and a round body it carries high off the ground. Between the creature's legs extend long tentacles, three to a side, and each one is tipped with a slavering maw filled with sharklike teeth. Three long, grasping claws on multijointed arms dangle from its belly, and a number of savage black eyes stare out from random points on its chitinous body.

Shivhads are incredibly intelligent, although their motives are alien to most other creatures. They do not seem to be driven to reproduce or expand their territories. They subjugate local tribes of intelligent creatures (often frost giants or ogres), using their might to establish themselves almost as deities to these creatures. All they demand of their minions is the sacrifice of at least one intelligent being per week; such sacrifices are brought out to the shivhad's glacier and left alone for the creature to stalk, torment, and eventually eat.

A shivhad has an uncanny knowledge of languages and can speak all the tongues native to its area. A shivhad that acquires additional languages speaks them perfectly, without any trace of accent. When a shivhad speaks, it does so from all six of its mouths, creating a booming presence that is difficult to ignore.

COMBAT

A shivhad makes full use of its feats in combat. Against single foes, it usually uses a Spring Attack tactic: burrowing up close to the victim, attacking with a bite, and then burrowing down into the ice out of reach. When presented with more than six foes, a shivhad enjoys wading into their midst, perhaps making a crush attack. A shivhad usually sacrifices 5 points from its attack rolls to aid its Armor Class using the Combat Expertise feat, as well; it rarely encounters creatures that it has difficulty hitting.

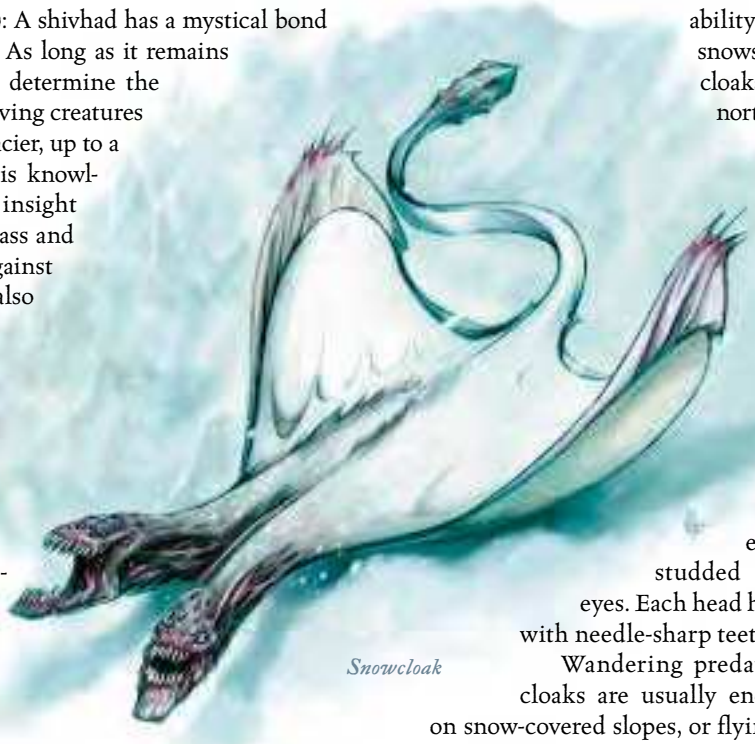
Ability Drain (Su): Any creature struck by a shivhad's bite must make a DC 28 Fortitude save or take 2 points of drain to each ability score (or 4 points to each score on a critical hit). A shivhad gains 5 temporary hit points (10 on a critical hit) whenever it drains ability scores. Temporary hit points gained in this way last for up to 1 hour. The save DC is Constitution-based.

Cold Aura (Su): A shivhad radiates an aura of extreme cold. Any creature within 60 feet of a shivhad takes 3d6 points of cold damage at the beginning of its turn each round. This aura extinguishes nonmagical flames in its area as well.

Crush (Ex): A shivhad can drop its body on opponents three or more size categories smaller than itself (usually, Medium or smaller) as a full-round action, using its weight to crush them. A crush attack affects as many creatures as can fit under the shivhad's space. Each creature in the affected area must succeed on a DC 33 Reflex save or be pinned, automatically taking 4d6+11 points of bludgeoning damage. Thereafter, if the shivhad chooses to maintain the pin, treat it as a normal grapple attack. While pinned, the opponent takes bludgeoning damage each round. The save DC is Strength-based.

Absorb Cold (Su): Any cold spell or effect targeted on a shivhad that fails to overcome its spell resistance is absorbed into the creature's body. This effect cures 5 points of damage per level of the spell or effect absorbed.

***Glacier Bond (Su)**: A shivhad has a mystical bond with its home glacier. As long as it remains on this glacier, it can determine the exact location of any living creatures in contact with the glacier, up to a range of 10 miles. This knowledge grants it a +6 insight bonus to its Armor Class and Reflex saving throws against any opponent who is also in contact with its glacier, and allows the shivhad to pinpoint otherwise hidden or invisible targets with ease. These bonuses to Armor Class and Reflex saving throws are included in the statistics above.



Snowcloak

Illus. by M. Cotie

SNOWCLOAK

Large Aberration (Cold)
Hit Dice: 4d8+12 (30 hp)
Initiative: +3
Speed: 20 ft. (4 squares), fly 60 ft. (average)
Armor Class: 17 (–1 size, +3 Dex, +5 natural), touch 12, flat-footed 14
Base Attack/Grapple: +3/+9
Attack: Tail slap +4 melee (1d6+2)
Full Attack: Tail slap +4 melee (1d6+2), 2 bites +2 melee (1d4+1), and 2 wing claws +2 melee (1d2+2 plus poison)
Space/Reach: 10 ft./5 ft.
Special Attacks: Poison, spell-like abilities
Special Qualities: Darkvision 60 ft., immunity to cold, disease, and poison, regeneration 2, vulnerability to fire
Saves: Fort +4, Ref +4, Will +6
Abilities: Str 14, Dex 16, Con 17, Int 11, Wis 15, Cha 12
Skills: Hide +5*, Listen +10, Move Silently +9, Spot +10
Feats: Alertness, Multiattack
Environment: Cold hills
Organization: Solitary or drift (3–8)
Challenge Rating: 4
Treasure: 1/10 coins; 50% goods, 50% items
Alignment: Usually neutral
Advancement: 5–9 HD (Large); 10–12 HD (Huge)
Level Adjustment: —

Silent and ghostly, this odd creature has a flat body with blunt wings, not unlike that of a manta ray. It has two eellike heads studded with small, silver eyes, and a long, lashing, whiplike tail. The creature is pale white in color, blending in with the snowy surroundings.

Sometimes called "snow ghosts" because of their ability to drift silently along in snowstorms to attack prey, snowcloaks are flying predators of the northerly foothills that resemble flying rays or skates.

Snowcloaks are slate gray on one side and creamy white on the other; they habitually fly dark side down, flapping their wings gently and gliding for long distances. A snowcloak has two long, sinuous necks ending in dark gray heads studded with rows of silver-hued eyes. Each head has a long, pointed jaw filled with needle-sharp teeth.

Wandering predators that lack lairs, snowcloaks are usually encountered lying concealed on snow-covered slopes, or flying low along the ground in snowstorms, seeking prey.

Snowcloaks speak Auran and Common.

COMBAT

Snowcloaks are cunning, patient hunters, often drifting along after dark to pounce on nocturnal creatures as they emerge from lairs and burrows. Snowcloaks attack by landing atop prey and biting or clubbing with the fearsome bone knobs on their tails, while tearing with their poisonous claws. Snowcloaks often avoid dangerous prey.

If they believe a foe can be overcome, snowcloaks favor an extended hit-and-run battle, slashing quickly among their enemies with flyby attacks and then moving off and using their regeneration to recover, while their intended prey grows weaker and runs out of magic, missile weapons, and the will to resist.

Poison (Ex): Wing claws, Fortitude DC 15, initial damage 1d4 Dex, secondary damage paralysis. The duration of the paralysis induced by the snowcloak's venom is 1d4 hours.

Spell-Like Abilities: At will—*obscuring snow, blur*; 3/day—*dimension door, invisibility, magic missile*; 1/day—*hypnotic pattern* (DC 13). Caster level 4th.

Regeneration (Ex): Snowcloaks regenerate 2 points of damage per round. Fire and acid deal normal damage to a snowcloak.

Skills: *Due to their coloration, snowcloaks gain a +4 racial bonus on Hide checks in snowy or icy conditions.

SPIDER, SNOW

Snow spiders are a breed of hunting spiders adapted to arctic conditions.

SNOW SPIDER, SMALL

Small Vermin
Hit Dice: 1d8 (4 hp)
Initiative: +4
Speed: 30 ft. (6 squares), climb 30 ft.
Armor Class: 15 (+1 size, +4 Dex), touch 15, flat-footed 11
Base Attack/Grapple: +0/–6
Attack: Bite +5 melee (1d4–2 plus poison)
Full Attack: Bite +5 melee (1d4–2 plus poison)
Space/Reach: 5 ft./5 ft.
Special Attacks: Leap, poison
Special Qualities: Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves: Fort +2, Ref +4, Will +0
Abilities: Str 7, Dex 18, Con 11, Int —, Wis 10, Cha 2
Skills: Climb +12, Hide +12*, Jump +24, Spot +8
Feats: Spring Attack[B], Weapon Finesse[B]
Environment: Cold marshes
Organization: Colony (2–5) or nest (6–11)
Challenge Rating: 1/2
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

SNOW SPIDER, MEDIUM

Medium Vermin
Hit Dice: 2d8+2 (11 hp)
Initiative: +4
Speed: 40 ft. (8 squares), climb 40 ft.
Armor Class: 15 (+4 Dex, +1 natural), touch 14, flat-footed 11
Base Attack/Grapple: +1/+1
Attack: Bite +5 melee (1d6 plus poison)
Full Attack: Bite +5 melee (1d6 plus poison)
Space/Reach: 5 ft./5 ft.
Special Attacks: Leap, poison
Special Qualities: Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves: Fort +4, Ref +4, Will +0
Abilities: Str 11, Dex 18, Con 13, Int —, Wis 10, Cha 2
Skills: Climb +12, Hide +8, Jump +28, Spot +8
Feats: Spring Attack[B], Weapon Finesse[B]
Environment: Cold marshes
Organization: Solitary or colony (2–5)
Challenge Rating: 1
Treasure: 1/10th coins; 50% goods; 50% items
Alignment: Always neutral
Advancement: 3 HD (Medium)
Level Adjustment: —

SNOW SPIDER, LARGE

Large Vermin
Hit Dice: 4d8+8 (26 hp)
Initiative: +4
Speed: 40 ft. (8 squares), climb 40 ft.
Armor Class: 16 (–1 size, +4 Dex, +3 natural), touch 13, flat-footed 12
Base Attack/Grapple: +3/+9
Attack: Bite +6 melee (1d8+3 plus poison)
Full Attack: Bite +6 melee (1d8+3 plus poison)
Space/Reach: 10 ft./5 ft.
Special Attacks: Leap, poison
Special Qualities: Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves: Fort +6, Ref +5, Will +1
Abilities: Str 15, Dex 18, Con 14, Int —, Wis 10, Cha 2
Skills: Climb +12, Hide +4, Jump +28, Spot +8
Feats: Spring Attack[B], Weapon Finesse[B]
Environment: Cold marshes
Organization: Solitary or colony (2–5)
Challenge Rating: 2
Treasure: 1/10th coins; 50% goods; 50% items
Alignment: Always neutral
Advancement: 6–9 HD (Large); 10–12 HD (Huge)
Level Adjustment: —

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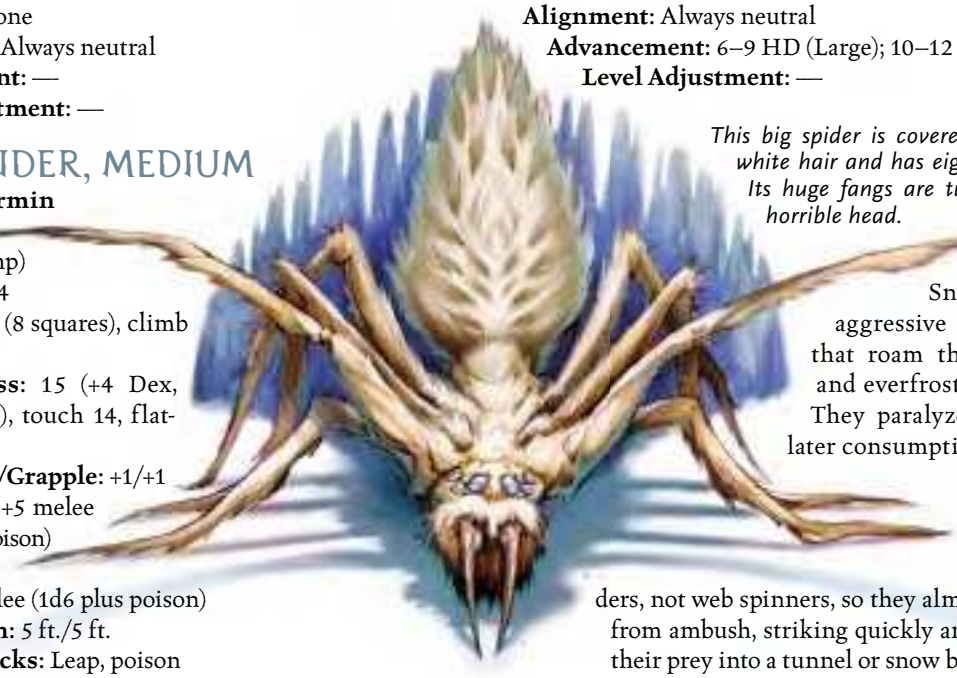
This big spider is covered in tufts of stiff white hair and has eight pale blue eyes. Its huge fangs are tucked beneath its horrible head.



Snow spider

Snow spiders are aggressive hunting spiders that roam the tundra, bogs, and everfrost of cold regions. They paralyze their prey for later consumption.

Combat

Snow spiders are hunting spiders, not web spinners, so they almost always attack from ambush, striking quickly and then dragging their prey into a tunnel or snow bank.

Leap (Ex): Snow spiders are known for darting up to bite their prey, and instantly leaping back to

avoid a return attack. They gain Spring Attack as a bonus feat. In addition, if a snow spider can jump on its prey (usually by making a Jump check as part of its movement), it can make a charge attack with a +4 attack bonus instead of the normal +2.

Poison (Ex): A snow spider has a poisonous bite. See the table below.

Spider Size	Save DC	Initial and Secondary Damage
Small	10	1d3 Dex/paralysis
Medium	12	1d4 Dex/paralysis
Large	14	1d6 Dex/paralysis

The save DC is Constitution-based.

Tremorsense (Ex): A snow spider can automatically sense the location of anything within 60 feet that is in contact with the ground (or ice or snow on top of the ground).

Vermin Traits: A snow spider is immune to all mind-affecting spells and abilities (charms, compulsions, phantasms, patterns, and morale effects). It also has darkvision out to 60 feet.

Skills: Snow spiders have a +4 racial bonus on Hide checks, a +20 racial bonus on Jump checks, a +8 racial bonus on Spot checks, and a +8 racial bonus on Climb checks.

Snow spiders use their Dexterity modifier instead of their Strength modifier for Climb and Jump checks.

Snow spiders can always choose to take 10 on Climb checks, even if rushed or threatened.

*In snowy or icy environments, a snow spider's bonus on Hide checks improves to +8.

SPIRIT ANIMAL

Sometimes mistaken for undead, spirit animals do not arise out of hatred, cruelty, or despair. Rather, they are natural manifestations of the collective will of animals that lived and died in nature as they were intended. Their spirits continue to exist in nature, suffusing the land and sea and sky with their power, and bracing nature against the incursion of civilization or unnatural magic. Spirit animals rarely manifest as actual creatures, and when they do it is almost always at the behest of a powerful spellcaster.

SAMPLE SPIRIT ANIMAL

Spirit Wolf

Medium Fey (Augmented Animal, Incorporeal)
Hit Dice: 2d6+4 (11 hp)
Initiative: +2
Speed: 50 ft. (10 squares)
Armor Class: 15 (+2 Dex, +3 deflection), touch 15, flat-footed 13; or 14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple: +1/+2
Attack: Incorporeal bite +4 melee touch or +3 melee against ethereal foes (1d6 nonlethal or 1d6+1 against ethereal foes)
Full Attack: Incorporeal bite +4 melee touch or +3 melee against ethereal foes (1d6 nonlethal or 1d6+1 against ethereal foes)
Space/Reach: 5 ft./5 ft.
Special Attacks: Manifestation, trip
Special Qualities: Incorporeal traits, low-light vision, scent
Saves: Fort +5, Ref +5, Will +3
Abilities: Str 13 (— against nonethereal), Dex 15, Con 15, Int 2, Wis 16, Cha 10
Skills: Hide +6, Listen +7, Move Silently +3, Search +0, Spot +7, Survival +3*
Feats: Track[B], Weapon Focus (bite)
Environment: Temperate forests
Organization: Solitary, pair, or pack (7–16)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 3 HD (Medium); 4–6 HD (Large)
Level Adjustment: —

Silent and intelligent, this ghostly wolf seems to glow with an inner radiance. Its eyes are bright and yellow, and its fangs seem almost solid.

A spirit wolf looks like a ghostly wolf with glowing yellow eyes. Its howl is exceptionally mournful, and it can move those closely allied to nature to tears.

Spirit wolves are often found in forested areas infested with more dangerous and evil undead or outsiders, and serve to protect the forest and its animal denizens from harm.

Combat

A favorite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear.

Manifestation (Su): A spirit wolf dwells on the Ethereal Plane and is an ethereal creature. As an ethereal creature, it cannot affect or be affected by anything in the material world. When a spirit wolf manifests (usually at the request of a powerful spellcaster) it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane (see below).

A manifested spirit wolf can strike with its natural attacks; these attacks deal nonlethal damage to physical creatures. A manifested spirit wolf remains partially on the Ethereal Plane, where is it not incorporeal. A manifested spirit wolf can be attacked by opponents on either the Material or Ethereal planes. The spirit wolf's incorporeality helps protect it from foes on the Material Plane, but not against foes on the Ethereal Plane.

Although a spirit wolf has two home planes, the Material and the Ethereal, it is not considered extraplanar when on either plane.

Trip (Ex): A spirit wolf that hits an ethereal opponent with a bite attack can attempt to trip the opponent as a free action (+1 check modifier) without making a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the wolf. (Despite the fact that

gravity does not exist on the Ethereal Plane, it is still possible to place an opponent in a disadvantaged position.)

Incorporeal Traits: A spirit wolf is harmed only by other incorporeal creatures, magic weapons, spells, spell-like abilities, and supernatural abilities. It has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. It can pass through solid objects, but not force effects, at will. Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against it. An incorporeal creature always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

Scent (Ex): A spirit animal can detect opponents within 30 feet. The exact location is not revealed unless the creature is within 5 feet. A spirit animal using the Track feat and the scent ability can follow tracks by smell.

Skills: *Spirit wolves receive a +4 racial bonus on Survival checks when tracking by scent, and a +4 racial bonus on Hide, Listen, Search, and Spot checks.

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Spirit wolf

CREATING A SPIRIT ANIMAL

"Spirit animal" is an acquired template that can be added to any animal (referred to hereafter as the "base creature").

A spirit animal uses all the base creature's statistics and special abilities except as noted here.

Size and Type: Spirit animals become fey (incorporeal, augmented animal). Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Change all current and future Hit Dice to d6s.

Armor Class: Natural armor is the same as the base creature but applies only to ethereal encounters. When a spirit animal manifests (see below) its natural armor value is +0, but it gains a deflection bonus equal to its Wisdom modifier or +1, whichever is higher.

Attack: A spirit animal retains all the attacks of the base creature, although those relying on physical contact do not affect creatures that are not ethereal. When it manifests (see below), a spirit animal gains incorporeal touch attacks identical to its own natural attacks. These are touch attacks, not melee attacks. A spirit animal adds its Dexterity modifier to attack rolls against nonethereal targets (and no modifier to its damage rolls).

A spirit animal's natural attacks and incorporeal touch attacks are treated as magic weapons for the purpose of overcoming damage reduction.

Damage: Against ethereal creatures, a spirit animal uses the base creature's damage. Against nonethereal creatures, a manifested spirit animal's attacks use the base creature's damage, but all damage dealt is nonlethal (and no Strength modifier is applied to the damage).

Special Attacks: A spirit animal retains all the special attacks of the base creature, although those relying on physical contact do not affect creatures that are not ethereal.

When it manifests (see below), a spirit animal may be able to use its special attacks against nonethereal opponents. Special attacks that deal normal damage or allow extra attacks (such as constrict, pounce, rake, or rend) function as normal, but any required attack rolls are resolved as touch attacks, and damage they cause is nonlethal damage. Special attacks that deal ability damage or physically manipulate the foe, such as improved grab, poison, or trip, do not function against nonethereal foes. A spirit animal also gains the manifestation ability.

Incorporeal Traits: A spirit animal is harmed only by other incorporeal creatures, magic weapons, spells, spell-like abilities, and supernatural abilities. It has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. It can pass through solid objects, but not force effects, at will. Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against it. An incorporeal creature always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

Manifestation (Su): A spirit animal dwells on the Ethereal Plane. As an ethereal creature, it cannot affect or be affected by anything in the material world. When a spirit animal manifests (usually at the request of a powerful spellcaster),

it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane.

A manifested spirit animal can strike with its natural attacks (see above); these attacks deal nonlethal damage to physical creatures. A manifested spirit animal remains partially on the Ethereal Plane, where is it not incorporeal. A manifested spirit animal can be attacked by opponents on either the Material or Ethereal planes. A spirit animal's incorporeality helps protect it from foes on the Material Plane, but not against foes on the Ethereal Plane.

Special Qualities: A spirit animal retains all the special qualities of the base creature. It gains the fey type and incorporeal subtype.

Abilities: Same as the base creature, except that the spirit animal's Wisdom and Charisma scores increase by 4. A manifested spirit animal has a Strength score of "—" for attacks and actions against creatures or objects on the Material Plane.

Skills: Spirit animals receive a +4 racial bonus on Hide, Listen, Search, and Spot checks. This improves any racial bonuses the base creature possesses. Otherwise, its skills are the same as the base creature.

Environment: As base creature. Although a spirit animal has two home planes, the Material and the Ethereal, it is not considered extraplanar when on either plane.

Organization: Solitary, or same as base creature.
Challenge Rating: Same as the base creature +1.
Treasure: None.
Alignment: Always neutral.
Level Adjustment: —.

TLALUSK

Huge Magical Beast (Cold)
Hit Dice: 16d10+80 (168 hp)
Initiative: +0
Speed: 60 ft. (12 squares)
Armor Class: 18 (–2 size, +10 natural), touch 8, flat-footed 18
Base Attack/Grapple: +16/+34
Attack: Hoof +24 melee (2d6+10)
Full Attack: 2 hooves +24 melee (2d6+10) and bite +22 melee (2d6+5) and gore +24 melee (2d6+5)
Space/Reach: 15 ft./15 ft.
Special Attacks: Bellow, trample 2d8+15
Special Qualities: Darkvision 60 ft., fast healing 5, immunity to cold, low-light vision, scent, spell resistance 20, vulnerability to fire
Saves: Fort +15, Ref +10, Will +6
Abilities: Str 30, Dex 11, Con 20, Int 5, Wis 12, Cha 11
Skills: Listen +13, Spot +12
Feats: Alertness, Improved Bull Rush, Improved Natural Attack (hoof), Improved Overrun, Multiattack, Power Attack
Environment: Cold plains
Organization: Solitary, pair, or herd (3–10)
Challenge Rating: 11
Treasure: None
Alignment: Usually neutral
Advancement: 17–32 HD (Huge); 33–48 HD (Gargantuan)
Level Adjustment: —

Huge and powerful, this horselike creature has six strong legs and is covered in short white fur. A pair of curving horns and two razor-sharp tusks jut from its fearsome head.

Although the tlalusk is an herbivore that feeds on roots and other tubers it digs out of the frozen ground with its tusks, it is notoriously ill-tempered, and most carnivores give the beast a wide berth.

A tlalusk looks something like a muscular horse the size of an elephant, except the creature has six legs and is covered with white fur. The beast's head is wider than a horse's, and it sports a pair of huge horns and razor-sharp tusks, as well.

Frost giants are fond of capturing and training tlalusks as mounts. A battalion of frost giants mounted on tlalusks and armed with lances is a formidable sight indeed.

Tlalusks understand some Giant, but they cannot speak.

COMBAT

A tlalusk's first instinct in combat is to use its bellow to stun the enemy. It then charges toward the foe, often combining the charge attack with a bull rush. If the enemy still stands, the tlalusk remains to pound it into the ground with its hooves, and then roots it out and finishes the job with its tusks.

Bellow (Su): Once per minute, a tlalusk can bellow. This horribly loud blast affects a 30-foot cone, but can be heard for miles. Any creature within the area must make a DC 23 Fortitude save or

Tlalusk

Illus. by D. Scott

be stunned and deafened for 1d6 rounds. A successful save indicates the creature is deafened for only 1 round, and not stunned.

Trample (Ex): As a standard action during its turn each round, a tlalusk can run over Large or smaller opponents. This attack deals 2d8+15 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at a –4 penalty or a DC 28 Reflex save for half damage.

Scent (Ex): A tlalusk can detect opponents within 30 feet. The exact location is not revealed unless the creature is within 5 feet.

TRAINING A TLALUSK

Although intelligent, a tlalusk requires training before it can bear a rider in combat. To be trained, a tlalusk must have a friendly attitude toward the trainer. This can be achieved through a successful Diplomacy check, but tlalusks are usually hostile toward almost any would-be trainer other than a frost giant, toward whom they are normally unfriendly. Training a friendly tlalusk requires six weeks of work and a DC 30 Handle Animal check.

Riding a trained tlalusk requires an exotic saddle. Up to four Medium or smaller creatures can ride on a tlalusk comfortably, although this requires an exotic saddle that costs four times the normal amount, and only one of the riders can attempt to control the tlalusk with Ride checks each round. A tlalusk can fight while carrying riders, but the riders cannot also attack unless they succeed on Ride checks

Young tlalusks are worth 10,000 gp on the open market, although most cities that know anything about the beasts have made trafficking in tlalusks illegal within city walls because of the destruction even a young one can wreak. Professional trainers charge 5,000 gp to rear or train a tlalusk.

Carrying Capacity: A light load for a tlalusk is 3,192 pounds; a medium load, 3,193–6,384 pounds; and a heavy load, 6,385–9,600 pounds.

ULDRA

Uldra, 1st-Level Warrior
Small Fey
Hit Dice: 1d8+2 (6 hp)
Initiative: +0
Speed: 20 ft. (4 squares)
Armor Class: 16 (+1 size, +3 studded leather armor, +2 heavy wooden shield), touch 11, flat-footed 16
Base Attack/Grapple: +1/–3
Attack: Longsword +3 melee (1d6/19–20 plus 1 cold); or shortbow +2 ranged (1d4/×3)
Full Attack: Longsword +3 melee (1d6/19–20 plus 1 cold); or shortbow +2 ranged (1d4/×3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Frosty touch, spell-like abilities
Special Qualities: Darkvision 120 ft., low-light vision, resistance to cold 5, uldra traits
Saves: Fort +4, Ref +0, Will +0
Abilities: Str 11, Dex 11, Con 14, Int 10, Wis 11, Cha 8
Skills: Handle Animal +2, Knowledge (nature) +4, Ride +2, Spot +1
Feat: Weapon Focus (longsword)
Environment: Cold forests
Organization: Pair, patrol (3–6), or company (11–30 plus three 3rd-level sergeants plus one 5th-level captain plus 1–3 dire weasels or dire badgers)
Challenge Rating: 1/2
Treasure: Standard
Alignment: Usually chaotic neutral
Advancement: By character class
Level Adjustment: +1

This small person is about the size of a halfling. She has pale blue skin, dark blue hair, and large, colorful eyes with strong flecks of gold and red. Her limbs are long and slender, and she has three fingers and a thumb on each hand. She wears a jerkin of leather armor studded with copper rivets and carries a shield and a sword.

Uldras are small fey that dwell in the arctic wilderness, living at peace with the natural world. In particular, uldras are quite fond of the wild animals of the world, and see themselves as the guardians and protectors of such creatures, especially in cases where civilization encroaches. Although they generally prefer to avoid conflict, they are quick to rise in the defense of local wildlife.

An uldra has long, thin limbs, with three fingers and a thumb on each hand. Skin color ranges from pale blue to snow white, with darker shades of hair. Their ears and eyes are large, but their other facial features are small. An uldra's eyes are very large and colorful, and often have two or three colors (combinations of green, gold, and red are the most common). In the dark, their eyes seem to glow with a soft light.

Uldras prefer to dress simply in rustic clothing, and often eschew clothing altogether. The major exception is hats; uldras have a deep love of hats (especially pointed hats) and it is rare indeed to see a hatless uldra.

All uldras speak Common, Sylvan, and at least four other languages (usually Aquan, Auran, Gnome, and Terran).

COMBAT

Uldras prefer to use magic or ranged weaponry in combat, using their small size to full advantage to gain cover from their enemies. They often rely on animal friends and companions to engage enemies in melee, but they never abandon an animal to its fate if a battle starts to turn sour. Most uldras gladly surrender or even lay down their lives in order to spare an animal from death or capture.

ULDRAS AS CHARACTERS

Uldras benefit from a number of racial traits.

— –2 Strength, +2 Constitution, +2 Wisdom.

—Small size. +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, –4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium creatures.

Uldra

—An uldra's base land speed is 20 feet.

—Darkvision out to 120 feet.

—Low-light vision.

—Nature Scholar: The Knowledge (nature) skill is always a class skill for uldras, and they gain a +2 racial bonus on all Knowledge (nature) checks.

—Cold Resistance (Ex): All uldras have resistance to cold 5.

—Frosty Touch (Su): As a free action, an uldra can infuse his hands with cold. While his hands are frosty, an uldra's unarmed attacks do an additional 1 point of cold damage. Any melee weapon an uldra wields deals an additional 1 point of cold damage on a successful hit. This additional damage does not stack with a magic weapon's ability to deal cold damage (if any).

—Spell-Like Abilities: 3/day—*ray of frost*. 1/day—*speak with animals*, *touch of fatigue* (DC 10). These abilities are as the spells cast by a druid or wizard. The DCs are Wisdom-based.

—Fey blood: Uldras are fey.

—Automatic Languages: Common and Sylvan. Bonus Languages: All. Uldras are gifted linguists.

—Favored Class: Druid.

—Level adjustment +1

PLAYING AN ULDRA

Uldra player characters are described in detail in Chapter 2. Many uldras are capable druids, rangers, or sorcerers.

The uldra warrior presented here had the following ability scores before racial adjustments: Strength 13, Dexterity 11, Constitution 12, Intelligence 10, Wisdom 9, Charisma 8.

URSKAN

Large Magical Beast (Cold)
Hit Dice: 5d10+25 (52 hp)
Initiative: +1
Speed: 30 ft. in half-plate armor (6 squares), swim 30 ft.; base speed 40 ft., swim 40 ft.
Armor Class: 21 (–1 size, +5 natural, +7 half-plate armor) touch 9, flat-footed 21
Base Attack/Grapple: +5/+16
Attack: Steelclaw +11 melee (1d12+7) or claw +11 melee (1d8+7)
Full Attack: 2 steelclaws +11 melee (1d12+7) and bite +6 melee (2d6+3), or 2 claws +11 melee (1d8+7) and bite +6 melee (2d6+3)
Space/Reach: 10 ft./5 ft.
Special Attacks: Powerful charge, rend
Special Qualities: Darkvision 60 ft., immunity to cold, low-light vision, scent, surefooted, vulnerability to fire
Saves: Fort +9, Ref +5, Will +2
Abilities: Str 25, Dex 12, Con 21, Int 12, Wis 12, Cha 12
Skills: Balance –6 (–2 on ice or snow), Climb +4, Craft (armorsmithing) +5, Hide –10*, Intimidate +5, Listen +5, Spot +5, Survival +5, Swim +1
Feats: Improved Overrun, Power Attack
Environment: Cold hills
Organization: Solitary or patrol (2–8)
Challenge Rating: 5
Treasure: Standard plus half-plate armor
Alignment: Often neutral
Advancement: By class
Level Adjustment: +4

This hulking white bearlike creature wears a suit of heavy, half-plate armor. Its formidable claws are tipped with deadly steel blades, and its blue eyes gleam with intelligence. It seems to move equally well on two legs or four.

The urskans are a race of intelligent, tool-using bearlike creatures that rule over large areas of tundra and boreal forest despite their relatively small numbers. Singly, they are fearsome. Gathered into an army, they are almost unstoppable.

Urskans are often also referred to as armored bears because of their love of heavy steel armor when fighting to defend their territory. Their enormous muscle and their "thumb claw" (a false but usable thumb a resembling that of a giant panda) allow them to wield hammers and

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work iron, and their intelligence and careful workmanship are reflected in flexible suits of plate armor with breastplates up to 1 inch thick. The full suits can weigh up to 500 pounds.

Urskans speak Common and Urskan.

COMBAT

Urskans are carnivores that depend on a diet of seal, walrus, and fish to keep them going through the long winters. As a result, they are astounding predators, and are especially dangerous in pack ice, where their swimming and ice abilities come into play. When on land, they often don heavy iron plate armor for battles to defend their territory, and add steel tips to their already deadly claws.

Urskans are proficient with simple weapons, their deadly steelclaws, and all forms of armor, but not shields.

Powerful Charge (Ex): An urskan often begins a battle by charging at an opponent, hurling its powerful body at a foe. In addition to the benefits and hazards of a charge, this allows the urskan to make a single slam attack at a +11 attack bonus that deals 2d8+10 points of damage.

Rend (Ex): If an urskan hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d8+10 points of damage.

Scent (Ex): An urskan can detect opponents within 30 feet. The exact location is not revealed unless the creature is within 5 feet.

Surefooted (Ex): Urskans ignore all movement penalties associated with snow on the ground. They also receive a +4 racial bonus on Balance checks when walking on ice or snow.

Skills: *An urskan's white fur gives it a +8 racial bonus on Hide attempts while unarmored in snow or icy terrain (thus an unarmored urskan has a Hide check modifier of +5 in suitable terrain). An urskan gains a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

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Urskan

VODYANOI

Medium Fey (Aquatic)
Hit Dice: 5d6+5 (22 hp)
Initiative: +3
Speed: 30 ft. (6 squares), swim 60 ft.
Armor Class: 17 (+3 Dex, +4 natural), touch 13, flat-footed 14
Base Attack/Grapple: +2/+4
Attack: Claw +6 melee (1d4+2)
Full Attack: 2 claws +6 melee (1d4+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: *Control water, fish cloud,* improved grab
Special Qualities: Amphibious, low-light vision, spell resistance 16
Saves: Fort +2, Ref +7, Will +6
Abilities: Str 15, Dex 16, Con 12, Int 12, Wis 14, Cha 11
Skills: Bluff +8, Diplomacy +2, Disguise +0 (+2 acting), Hide +11*, Intimidate +10, Knowledge (nature) +3, Listen +10, Move Silently +11*, Spot +10, Survival +10, Swim +10
Feats: Weapon Finesse, Weapon Focus (claw)
Environment: Cold aquatic
Organization: Solitary
Challenge Rating: 3
Treasure: Standard
Alignment: Usually chaotic neutral
Advancement: 7–10 HD (Medium)
Level Adjustment: +5

This strange old man has a long beard and hair of green and yellow reeds. His wet skin has a greenish hue, and he has a round potbelly and long arms. His nails are long, thick, and dirty.

Vodyanoi are moody fey that dwell in the rivers and lakes of cold lands. Their powers allow them considerable control over their environment; they can alter a river's water level drastically and ensure that schools of fish are plentiful or scarce. Vodyanoi act as both providers and destroyers to those who live near their domains.

Rarely seen by humans, vodyanoi appear as old men with potbellies and beards. Their hair is a messy tangle of green and yellow reeds. Their aged appearance belies their strength and agility, and their long nails are vicious claws. Vodyanoi can breathe air just as easily as water, but they do not often leave the comfort of their homes.

Villagers who live near a river or lake are careful to make sacrifices of fish or cattle to the local

vodyanoi. Anyone whose trade depends on water makes offerings as well, from fishermen to millers who use the river to power a waterwheel. Vodyanoi that have been placated are more likely to provide schools of fish and keep the river from leaving its bed. They are known for their unpredictable natures, so regular sacrifices are no guarantee of their favor. On the other hand, a vodyanoi that is shown disrespect will probably retaliate by drowning a villager or fisherman. The angered fey might also pursue harsher actions, perhaps flooding an entire village or sweeping away bridges.

On rare occasions, a vodyanoi might attempt to trade with isolated locals (it will not stroll into the village market). It might offer fish or some treasure found in the river in exchange for a cow. Although it might seem obvious, folktales advise listeners that one could tell a strange trader was a vodyanoi if water puddles around his feet.

Vodyanoi speak Common and Sylvan.

COMBAT

Vodyanoi are wily fey, ready to ambush anyone who is already in the water or even at the water's edge. Sometimes a vodyanoi will use its power to sweep victims into a river by causing a sudden flood.

Control Water (Sp): A vodyanoi can use *control water* three times per day as a 10th-level sorcerer.

Fish Cloud (Sp): When submerged in water, a vodyanoi can summon a huge school of magic fish to provide concealment (similar to the *fog cloud* spell). This school of fish swims around the point the vodyanoi designates in a 20-foot radius. This cloud of fish obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). A strong current disperses the cloud of fish in 4 rounds. A very strong current disperses the fish in 1 round. The fish created by this spell are formed of magic; they are not real animals, and objects and energies pass through them as though they were not there.

Vodyanoi

A vodyanoi can summon a fish cloud three times per day. The fish cloud remains for 40 minutes or until dispersed or dispelled.

Vodyanoi sometimes use this ability to deceive villagers, making them think the vodyanoi have brought fish to their waters. When vodyanoi really want to reward people with fish, they use their Survival skill to lure fish into an area.

Improved Grab (Ex): To use this ability, a vodyanoi must hit a single foe of the same size or smaller with both claw attacks. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it gets a hold, the vodyanoi often attempts to pin a foe and hold him underwater until he drowns.

Amphibious (Ex): Although vodyanoi live in water, they can survive out of water indefinitely.

Skills: *Vodyanoi gain a +8 circumstance bonus on Hide and Move Silently checks when in contact with a body of water. A vodyanoi gains a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

WINTERSPAWN

Medium Undead
Hit Dice: 12d12 (78 hp)
Initiative: +9
Speed: 20 ft. in scale mail (4 squares), base 30 ft.
Armor Class: 25 (+5 Dex, +7 *+3 ice scale mail*, +3 natural), touch 15, flat-footed 20
Base Attack/Grapple: +6/+13
Attack: +2 *keen icy burst longsword* +15 melee (1d8+9/17–20 plus 1d6 or 1d10 cold) or slam +13 melee (1d6+10) or +2 *returning icy burst javelin* +13 ranged (1d6+9 plus 1d6 or 1d10 cold)
Full Attack: +2 *keen icy burst longsword* +15/+10 melee (1d8+9/17–20 plus 1d6 or 1d10 cold) or slam +13 melee (1d6+10) or +2 *returning icy burst javelin* +13 ranged (1d6+9 plus 1d6 or 1d10 cold)
Space/Reach: 5 ft./5 ft.
Special Attacks: Command undead 5/day (+2, 2d6+14, 12th), frost glance
Special Qualities: *Fire shield*, ice arms, undead traits
Saves: Fort +4, Ref +9, Will +10
Abilities: Str 25, Dex 20, Con —, Int 12, Wis 15, Cha 14
Skills: Appraise +1 (+3 with ice items), Craft (icework-ing) +11, Diplomacy +4, Hide +20, Intimidate +12, Listen +12, Ride +15, Sense Motive +7, Spot +17
Feats: Cleave, Craft Magical Arms and Armor, Improved Initiative, Improved Sunder, Power Attack
Environment: Cold plains
Organization: Solitary, pair, or band (3–8)
Challenge Rating: 9
Treasure: Standard coins, double standard items
Alignment: Usually lawful evil
Advancement: 13–24 HD (Medium)
Level Adjustment: —

Illus. by D. Crabapple

This frozen warrior wears scale armor forged from blue-white plates of steel-hard ice and carries a jagged sword of ice. Its skin is the sickly white of frostbite, and its lips and fingertips are a dead, cold blue. Sharp crystals of ice pierce its sagging skin.

A winterspawn is a frozen undead warrior carrying weapons of crystalline ice. It can command other undead into its service, and its intelligence and canny tactics make it a deadly foe. It often rides white dragons or frost worms that have been pressed into service.

The eyes of a winterspawn are said to be black pits foretelling the doom of its foes, but this is mostly legend. Its eyes are dark blue. The limbs of winterspawns are sometimes deformed by the presence of ice crystals within their flesh; this puts lumps and ripples in their skin, or makes their flesh sag when the crystals expand and contract.

Winterspawns speak Common.

COMBAT

Winterspawns are the officers of undead armies, commanding ghouls, wights, icegaunts, entombed, or other undead. They prefer to remain well behind the lines, using their frost glance and ice javelin to help their troops. If pressed into hand-to-hand combat, they use their icy swords to good effect.

Command Undead (Ex): Five times per day, a winterspawn can rebuke or command other undead as a 12th-level cleric. As long as its minions are within 120 feet, a winterspawn need not speak to command its slaves, directing them through mental contact.

Frost Glance (Su): As a free action once per round, a winterspawn can blast a single foe within 60 feet with its frost glance. This deals 4d6 points of cold damage (Fortitude DC 18 half).

Fire Shield (Sp): At will, a winterspawn can create a *fire shield* on itself (caster level 12th, cold flames only). While the *fire shield* is in effect, the winterspawn takes only half damage from fire-based attacks (or, if the attack allows a Reflex save for half damage, no damage on a successful save). Any creature striking a winterspawn with its body or a handheld weapon takes 1d6+12 points of cold damage. Creatures wielding reach weapons, such as longspears, are not subject to this damage.

Ice Arms (Ex): A winterspawn's weapons are made of magical ice in razor-sharp crystalline shards. Its sword is a +2 *keen icy burst longsword*, and its javelin is a +2 *returning icy burst javelin*. These weapons deal an extra 1d6 points of cold damage with each hit (or an extra 1d10 points of cold damage on a critical hit). A winterspawn also wears +3 *scale mail* made of ice. A winterspawn's armor and weapons otherwise resemble normal versions of these weapons, but dissipate into vapor 24 hours after the winterspawn who created them is destroyed unless the item succeeds on a DC 20 Fortitude save.

Undead Traits: A winterspawn is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to extra damage from critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be *raised*, and *resurrection* works only if it is willing. It has darkvision out to 60 feet.

Winterspawn

Illus. by S. Ellis

YETI

Large Monstrous Humanoid (Cold)
Hit Dice: 4d8+11 (29 hp)
Initiative: +1
Speed: 40 ft. (8 squares), climb 20 ft.
Armor Class: 14 (–1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Base Attack/Grapple: +4/+12
Attack: Claw +7 melee (1d6+4)
Full Attack: 2 claws +7 melee (1d6+4)
Space/Reach: 10 ft./10 ft.
Special Attacks: Constrict, improved grab
Special Qualities: Immunity to cold, snowsight, vulnerability to fire
Saving Throws: Fort +3, Ref +5, Will +5
Abilities: Str 18, Dex 13, Con 14, Int 9, Wis 12, Cha 11
Skills: Climb +12, Hide –1*, Listen +3, Move Silently +2, Spot +2, Survival +2
Feats: Dodge, Toughness
Environment: Cold mountains
Organization: Solitary or clan (3–10)
Challenge Rating: 3
Treasure: Standard
Alignment: Usually neutral
Advancement: 5–9 HD (Large); 10–12 HD (Huge)
Level Adjustment: +3

Yeti are large, white-furred humanoids who haunt arctic mountains in search of prey. Their ability to blend into the snow, coupled with their eerie howl sometimes heard echoing through the mountains, has given them a reputation as sinister, supernatural creatures, but they are actually little more than large carnivorous apes.

Yeti stand about 8 feet tall and weigh 400 pounds or more. Their powerful bodies are covered in long, white fur. Their hands and feet are wide and flat, helping to disperse their weight on treacherous snowfields. They travel on all fours like gorillas, but fight very comfortably standing erect. Their eyes are icy blue or colorless, while their claws and flesh are ivory white. Rather than relying on a thick layer of body fat for warmth, a yeti has thick, warm fur that absorbs heat to keep the creature warm. A transparent extra eyelid allows a yeti to see clearly in blowing snow.

Yeti speak Giant.

Yeti

Illus. by E. Cox

COMBAT

Yeti stalk their prey and lay ambushes to catch their victims by surprise. Once battle is joined, they fight fiercely with their claws.

Constrict (Ex): A yeti deals 1d6+4 points of damage with a successful grapple check, plus an extra 2d6 points of cold damage from the heat-absorbing effect of the creature's body.

Improved Grab (Ex): To use this ability, a yeti must hit a Medium or smaller creature with a claw attack. If it gets a hold, it can constrict.

Snowsight(Ex): A yeti can see in snow as per the *snowsight* spell.

Skills: *A yeti's white fur gives it a +12 racial bonus on Hide checks in snow.

ABOMINABLE YETI

Huge Monstrous Humanoid (Cold)
Hit Dice: 10d8+60 (105 hp)
Initiative: +1
Speed: 40 ft. (8 squares), climb 20 ft.
Armor Class: 18 (–2 size, +2 Dex, +8 natural), touch 10, flat-footed 16
Base Attack/Grapple: +10/+27
Attack: Claw +17 melee (1d8+9)
Full Attack: 2 claws +17 melee (1d8+9)
Space/Reach: 15 ft./15 ft.
Special Attacks: Constrict, improved grab
Special Qualities: Immunity to cold, snowsight, vulnerability to fire
Saves: Fort +8, Ref +8, Will +9
Abilities: Str 29, Dex 15, Con 22, Int 8, Wis 14, Cha 8
Skills: Climb +17, Hide –2*, Listen +4, Move Silently +5, Spot +4, Survival +4
Feats: Dodge, Improved Natural Armor, Mobility, Spring Attack
Environment: Cold mountains
Organization: Solitary or clan (2–7)
Challenge Rating: 7
Treasure: Standard
Alignment: Usually neutral
Advancement: —
Level Adjustment: +5

Standing taller than a hill giant, this hulking, white-furred, ape-like beast shambles along on two legs. Its huge hands end in powerful claws, and its pale blue eyes are cold and hateful.

An abominable yeti is an exceptionally large and foul-tempered example of its kind.

Combat

Constrict (Ex): An abominable yeti deals 1d8+9 points of damage with a successful grapple check, plus an extra 2d6 points of cold damage from the heat-absorbing effect of the creature's body.

Improved Grab (Ex): To use this ability, an abominable yeti must hit a Large or smaller creature with a claw attack. If it gets a hold, it can constrict.

Snowsight(Ex): A yeti can see in snow as per the *snowsight* spell.

Skills: *An abominable yeti's white fur gives it a +12 racial bonus on Hide checks in snow.

YUKI-ON-NA

Medium Fey (Cold)
Hit Dice: 8d6 (28 hp)
Initiative: +5
Speed: 30 ft. (6 squares)
Armor Class: 19 (+1 Dex, +4 deflection, +4 natural), touch 15, flat-footed 18
Base Attack/Grapple: +4/+4
Attack: Touch +4 melee (1d10 cold)
Full Attack: Touch +4 melee (1d10 cold)
Space/Reach: 5 ft./5 feet
Special Attacks: *Lose the way,* paralyzing glance, spell-like abilities
Special Qualities: Immunity to cold, low-light vision, vulnerability to fire
Saving Throws: Fort +2, Ref +7, Will +8
Abilities: Str 10, Dex 13, Con 10, Int 13, Wis 14, Cha 19
Skills: Bluff +15, Diplomacy +6, Disguise +4 (+6 acting), Hide +12, Intimidate +15, Listen +15, Move Silently +12, Perform (dance) +15, Spot +15
Feats: Alertness, Improved Initiative
Environment: Cold forests
Organization: Solitary or family (2–3)
Challenge Rating: 4
Treasure: Standard
Alignment: Often chaotic neutral
Advancement: 9–16 HD (Medium)
Level Adjustment: +4

Illus. by S. Ellis

Yuki-on-na

This woman is incredibly beautiful. Her skin is a light blue, her hair is long and black, and her lips are red and full. She wears snowy white robes that billow around her.

Beautiful spirits of the frozen wastes, yuki-on-nas are either hateful and destructive or kindly and helpful. In either case, they can be dangerous, since those who pursue them, whatever their intention, often find themselves lost in a blizzard.

A yuki-on-na appears as a human female of the rarest beauty. She has waist-length black hair, soft blue eyes, and full red lips. Her skin is pale blue and icy to the touch. She wears snowy white robes that continually swirl about her, even when no winds are blowing. Some say that a yuki-on-na is the spirit of a cold-hearted villain, while others claim she is the spirit of a shaman or shugenja who died while lost in a snowstorm.

Yuki-on-nas speak Common and Sylvan.

COMBAT

Yuki-on-nas are virtually never seen except during a heavy snowfall. Evil yuki-on-nas take these opportunities to attack from hiding, while good ones are often seen dancing through the snow. They shun melee combat whatever their alignment, using their touch attack to capture their prey (or defend themselves).

Lose the Way (Sp): Once per day, a yuki-on-na can touch a victim and make him or her completely unable to find his way anywhere for the next 3d6 hours. The yuki-on-na must succeed on a melee touch attack. The affected character cannot use the intuit direction aspect of the Survival skill to avoid becoming lost. The character cannot even find her way out of a closet without assistance, though she is perfectly capable of following other characters.

Paralyzing Glance (Su): A yuki-on-na can paralyze creatures with a look. This is similar to a gaze attack, except that the yuki-on-na must take a standard action, and those merely looking at her are not affected. Anyone the yuki-on-na targets must succeed on a DC 18 Will save or be affected as though by a *hold monster* spell cast by an 8th-level sorcerer. The ability has a range of 30 feet. The save DC is Charisma-based.

Spell-Like Abilities: At will—*disguise self, comprehend languages, detect thoughts* (DC 16). Caster level 8th.

ANIMAL, ARCTIC

The frostfell is home to many species of animals not encountered elsewhere. These creatures generally operate on instinct, driven by simple needs such as food and reproduction. Most animals, even predators, do not attack unless they or their young are threatened.

Animal Traits: An animal possesses the following traits (unless otherwise noted in the creature's entry).

—Intelligence score of 1 or 2
—Low-light vision
—*Alignment:* Always neutral.
—*Treasure:* None. Animals never possess treasure.

CARIBOU

Medium Animal
Hit Dice: 2d8+2 (11 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 14 (+1 Dex, +3 natural) touch 11, flat-footed 13
Base Attack/Grapple: +1/+2
Attack: Gore +2 melee (1d4+1)
Full Attack: Gore +2 melee (1d4+1)

Space/Reach: 5 ft./5 ft.
Special Qualities: Low-light vision, scent
Saves: Fort +4, Ref +4, Will +0
Abilities: Str 13, Dex 13, Con 12, Int 2, Wis 11, Cha 4
Skills: Listen +3, Spot +2
Feat: Endurance
Environment: Cold plains
Organization: Herd (11–20)
Challenge Rating: 1/3
Advancement: 3–4 HD (Medium); 5–6 HD (Large)
Level Adjustment: —

Also known as reindeer, caribou are large deer that inhabit the tundra and taiga of the frostfell. They are a key food source for the various tribes of humanoids living in the frostfell.

Caribou can be trained to pull loads or carry a rider, although many Medium characters are too big to ride one.

Combat

Caribou usually flee from predators or threats. However, if cornered they can attack with a powerful butt of their antlers. Caribou can be trained to serve as pack beasts or drag loads, such as sledges.

Scent (Ex): A caribou can detect opponents within 30 feet. The exact location is not revealed unless the creature is within 5 feet.

Carrying Capacity: A light load for a caribou is up to 75 pounds; a medium load, 76–150 pounds; and a heavy load, 151–225 pounds. A caribou can drag 1,125 pounds.

FOX, ARCTIC

Small Animal
Hit Dice: 1d8–1 (3 hp)
Initiative: +3
Speed: 40 ft. (8 squares)
Armor Class: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple: +0/–6
Attack: Bite +4 melee (1d4–2)
Full Attack: Bite +4 melee (1d4–2)
Space/Reach: 5 ft./5 ft.
Special Qualities: Low-light vision, scent
Saves: Fort +1, Ref +5, Will +1
Abilities: Str 6, Dex 17, Con 8, Int 2, Wis 13, Cha 6
Skills: Hide +9*, Listen +4, Spot +4
Feats: Alertness, Weapon Finesse[B]
Environment: Cold plains
Organization: Solitary or pair
Challenge Rating: 1/4
Advancement: —
Level Adjustment: —

The arctic fox is a native of the tundra. In wintertime, its white coat helps it blend in with its snow-covered environs.

Combat

Arctic foxes avoid combat with any creature larger than themselves.

Scent (Ex): An arctic fox can detect opponents within 30 feet. The exact location is not revealed unless the creature is within 5 feet.

Skills: *In areas of snow, ice, or tundra, an arctic fox gains a +8 racial bonus on Hide checks.

OTTER, SEA

Medium Animal
Hit Dice: 2d8 (9 hp)
Initiative: +2
Speed: 30 ft. (6 squares), swim 30 ft.
Armor Class: 15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple: +1/+2
Attack: Bite +3 melee (1d3+1)
Full Attack: Bite +3 melee (1d3+1)
Space/Reach: 5 ft./5 ft.
Special Qualities: Hold breath, low-light vision
Saves: Fort +3, Ref +5, Will +1
Abilities: Str 12, Dex 15, Con 10, Int 2, Wis 13, Cha 6
Skills: Hide +4, Listen +3, Spot +6, Swim +9
Feats: Alertness, Weapon Finesse[B]
Environment: Cold aquatic
Organization: Solitary or pair
Challenge Rating: 1/3
Advancement: 3–4 HD (Medium)
Level Adjustment: —

Sought after for their marvelous pelts, sea otters can be found in cold seas and coastal regions that don't actually ice over.

Combat

Sea otters are generally nonaggressive and seek to avoid combat.

Hold Breath (Ex): A sea otter can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning.

ANIMALS FROM THE *MONSTER MANUAL*

In addition to the arctic animals described here, the following animals from Chapter 2 of the *Monster Manual* may be considered native to a frostfell environment.

Other than changing the creature's Environment entry to suit the frostfell, these animals are identical to the versions in the *Monster Manual*.

Bear, brown
Bear, polar
Bison
Dog
Dog, riding
Octopus, giant
Owl
Porpoise
Rat
Raven
Shark
Squid
Squid, giant
Tiger
Weasel
Whale (any)
Wolf
Wolverine

Skills: A sea otter has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

PENGUIN

Tiny Animal
Hit Dice: 1/2 d8 (2 hp)
Initiative: –1
Speed: 10 ft. (2 squares), swim 40 ft.
Armor Class: 12 (+2 size, –1 Dex, +1 natural), touch 11, flat-footed 12
Base Attack/Grapple: +0/–12
Attack: Bite –4 melee* (1d2–4)
Full Attack: Bite –4 melee* (1d2–4)
Space/Reach: 2-1/2 ft./0 ft.
Special Qualities: Hold breath, low-light vision
Saves: Fort +2, Ref +1, Will +0
Abilities: Str 2, Dex 9, Con 10, Int 2, Wis 11, Cha 6
Skills: Listen +2, Spot +2, Swim +6
Feats: Endurance, Weapon Finesse[B]
Environment: Cold aquatic
Organization: Flock (11–30)
Challenge Rating: 1/6
Advancement: —
Level Adjustment: —

Penguins are flightless birds native to the ice floes and cold waters of the frostfell's coasts.

Combat

Penguins are virtually helpless on land. They flee from any landbound threat by taking to the water, and flee from aquatic threats by heading for land.

*A penguin's bite is considered a secondary attack.

Hold Breath (Ex): A penguin can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning.

Skills: A penguin has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

SEAL

Medium Animal
Hit Dice: 2d8+4 (13 hp)
Initiative: +2
Speed: 20 ft. (4 squares), swim 40 ft.
Armor Class: 15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple: +1/+3
Attack: Bite +3 melee (1d4+1)
Full Attack: Bite +3 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Qualities: Hold breath, low-light vision
Saves: Fort +5, Ref +5, Will +1
Abilities: Str 13, Dex 15, Con 14, Int 2, Wis 13, Cha 6
Skills: Listen +5, Spot +6, Swim +9
Feats: Alertness, Weapon Finesse[B]
Environment: Cold aquatic
Organization: Solitary, pair, or herd (5–14)
Challenge Rating: 1/3
Advancement: 3–4 HD (Medium); 5–6 HD (Large)
Level Adjustment: —

Seals live in the cold seas and coasts of the frostfell.

Combat

Seals can be territorial, defending their chosen patch of the shore with a vicious bite.

Hold Breath (Ex): A seal can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning.

Skills: A seal has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

WALRUS

Large Animal
Hit Dice: 5d8+5 (27 hp)
Initiative: –1
Speed: 10 ft. (2 squares), swim 30 ft.
Armor Class: 12 (–1 size, –1 Dex, +4 natural), touch 8, flat-footed 12
Base Attack/Grapple: +2/+9
Attack: Bite +4 melee (1d6+4)
Full Attack: Bite +4 melee (1d6+4)
Space/Reach: 10 ft./5 ft.
Special Qualities: Hold breath, low-light vision
Saves: Fort +5, Ref +3, Will +2
Abilities: Str 17, Dex 9, Con 12, Int 2, Wis 13, Cha 6
Skills: Listen +7, Spot +7, Swim +11
Feats: Alertness, Endurance
Environment: Cold aquatic
Organization: Solitary, pair, or herd (3–8)
Challenge Rating: 2
Advancement: 6–9 HD (Large)
Level Adjustment: —

Walruses live in the cold seas and ice floes of the frostfell.

Combat

Walruses are inclined to simply avoid strange or hostile creatures, but they can be territorial. Their large tusks can be dangerous weapons.

Hold Breath (Ex): A walrus can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning.

Skills: A walrus has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Illus. by D. Kovacs

Presented in this chapter are two sample locations that can serve as adventure sites for characters in the frostfell. Likewise, each site has some guidelines on how you can incorporate it into any other terrain or climate. Each location is fully detailed, but no specific adventure hooks or plots are included so you can use each site as you see fit.

DELZOMEN'S ICEFORGE (EL 5)

Ancient ruins and forgotten dungeons can be found in the frostfell, as in any other realm to have ever felt the touch of civilization. One excellent example of such a forgotten complex is Delzomen's Iceforge, a dungeon sheathed in blue ice and created for one purpose: to build an army of simulacra.

HISTORY OF DELZOMEN'S ICEFORGE

The frostfell has ever lured sinister spellcasters with its combined promise of solitude and secrecy; for spellcasters with a particular interest and affinity for ice magic, it makes a perfect place to build a stronghold. At least, it seemed a perfect place for Ilirik Delzomen, a disgraced human wizard forced to leave a prosperous guild in the city after he was caught experimenting with the *simulacrum* spell in ways expressly forbidden to guild members. Delzomen viewed his exile as an opportunity, though, and as he left he stole a large number of guild tomes and spellbooks before teleporting far to the north. Once there, he wasted no time using his newfound abilities as a frozen master to start building a small army of minions from various body parts he had collected over the years. His simulacra worked tirelessly, building him a stronghold below a small set of natural caves that overlooked a vast tundra. Once the dungeon itself was built, though, Delzomen realized the insulating rock made the place a bit too warm for him to continue his studies into cold magic and simulacra.

His solution was both costly and genius, and more than a little sinister. He made contact with a group of glacier dwarves that lived farther up on the tundra near a large glacier, offering his assistance in their blue ice mining operation. His mastery of cold magic proved to be a great boon to the dwarves, and they gleefully saw their output increase by more than 300% with Delzomen's assistance. But of course, Delzomen had other ideas. Slowly but surely, over the course of several months, he replaced the miners with simulacra under his control, ambushing dwarves one by one and disposing of the bodies by disintegration before replacing them with simulacra. After less than a year, Delzomen

controlled the entire population of the clan's miners, and when he called upon them to overthrow the rest of their clan, they did so quickly and efficiently, outnumbering their leaders nearly 5 to 1.

The blue ice mine secured, Delzomen wasted no time in having his miner simulacra forge the blue ice into thousands of 1-foot-square plates, which were then transported to his new home and painstakingly fitted over every square foot of floor, walls, and ceiling. The result was nothing short of amazing; an entire underground complex sheathed in blue ice, which handily kept the ambient temperature of the lair at a uniform freezing level.

For the next several years, Delzomen lived fairly comfortably in his dungeon, which he began to call his Iceforge, since he spent much of his time forging new magic items, spells, and especially simulacra. As the years went by, Delzomen's skill with ice magic and simulacra increased. His Iceforge slowly filled with an eclectic collection of simulacra, and when they grew too numerous he simply released them out into the tundra to fend for themselves. Unfortunately, Delzomen's growing talent with simulacra would prove to be his undoing.

As he grew older, he grew ever more aware of his own mortality. Undeath held no attraction for Delzomen, who had always found the undead to be filthy and insane. Yet he was constantly surrounded by opportunity, he realized—for his simulacrum minions, being only partially real, did not age. They did not even need to eat or sleep. It was then that he hit on his final idea; to create a special simulacrum of himself and transfer his mind and soul whole and intact into this new immortal body.

Delzomen spent many more months preparing his transition, modifying the *magic jar* and *simulacrum* spells in terrible and highly experimental ways. When he finally finished, though, he was too nervous and unsure to test the procedure on himself; once it was done, it couldn't be undone, and he didn't know if it would work in the first place. So he sent his simulacra out to collect a test subject; they returned a few days later with a human explorer named Rin Tilkatakus. Despite the fervent objections of Tilkatakus, he was unable to resist while Delzomen crafted a simulacrum from him and then cast the terrible spell intended to transfer his mind to the new immortal body.

When powerful wizardly magic goes awry, it does so with spectacular results. The spell did indeed infuse the new simulacrum with the will of Tilkatakus, but it didn't stop there. The spell was so powerful that it reached out, contacted the empty minds of nearly two dozen other simulacra in the laboratory, and infused them with personalities, knowledge, and most importantly, free will drawn from the mind of Tilkatakus. Unfortunately for Delzomen, these free-willed simulacra were also infused with the memories of the explorer, and his rage and hatred for what Delzomen had done to him.

The uprising of nearly two dozen of Delzomen's favorite simulacra was brutal, and the battle raged throughout his Forge. Finally, having destroyed most of the rogue simulacra, Delzomen was forced to retreat to his personal quarters in the heart of his dungeon. The simulacrum of Tilkatakus followed, and in one final confrontation Delzomen managed to slay his creation, but at a terrible cost. Mortally wounded, Delzomen feebly struggled to return to his laboratory where several *potions of healing* were located, only to die when the last surviving awakened simulacrum crushed his crawling body beneath its massive foot.

For the next century or so, Delzomen's Iceforge remained quiet.

Recently, a tribe of neanderthals, displaced from their southern homes by expanding settlements of civilization, moved into the caverns above Delzomen's Iceforge. The tribe lived in the cave for several months, hunting tlalusks on the tundra below for food, before one of its members, a frostrager named Ulrue, discovered the secret entrance to the Iceforge in the back wall of a cave they had been using to store furs and bones. Curious, Ulrue descended into the strange ruins beyond and found a veritable treasure trove of magic and tools. He was unable to progress farther than the first few rooms into the Iceforge, but this was enough for him to gather several potent magic items and weapons, return to the caves above, and depose his hated rival, the shaman leader of the tribe. Since then, Ulrue has become the brutal leader of his tribe, using his stolen ice magic and weaponry to force his kin to attend to his every need. The other neanderthals have grown to hate Ulrue, but each time one of them tries to act against him the punishment inflicted by Ulrue's magic weapons and items is terrible.

Lately, Ulrue has begun to crave revenge against those who forced his tribe to relocate to this desolate location. He has begun to send his hunters farther and farther south, testing the defenses of the frontier towns and planning a massive assault on the northernmost settlement in the near future. His tribe is only too happy to have his wrath directed at someone other than themselves, and support his new goals with a fervor approaching true fanaticism. It is only a matter of time before Ulrue's tribe makes their first decisive strike against civilization.

INTRODUCING DELZOMEN'S FORGE INTO YOUR CAMPAIGN

Delzomen's Iceforge and the caverns above are fairly easy to introduce into your campaign; you simply need to find an appropriate location for them. Ideally the complex should be located in a frostfell, in the side of a mountain overlooking a vast tundra.

The unique construction of Delzomen's Iceforge, though, makes it an excellent way to introduce a frostfell environment in any climate. You can easily place the Iceforge in any fairly remote valley or mountainous region. In alternate settings, you'll need to make a few adjustments to the descriptions below, but tribes of neanderthals can conceivably be located anywhere in the wilderness, not just in the frostfell. In this case, Delzomen's need to control the temperature of his forge becomes even more apparent, and his feat of subjugating a blue ice mine and transporting the thousands of sheets of blue ice necessary to encase his forge all the more impressive. Once installed, though, the blue ice walls of this dungeon

do not melt and maintain a freezing environment inside the dungeon no matter its actual location.

The most obvious method of introducing the Iceforge into the campaign is to have Ulrue's tribe launch an attack on a small frontier town while the PCs are present. The town's leaders turn to the PCs for aid in tracking down these savages and preventing further attacks. The PCs should have little trouble finding the entrance to Delzomen's Iceforge once they take care of Ulrue and his barbarians.

You might also introduce Delzomen's Iceforge into your campaign first as a series of tavern tales—stories of a freezing dungeon filled with powerful magic and strange guardians could draw the PCs to investigate further. Only after doing much research through various history texts can they find the tale of Delzomen's exile, and from there they can reconstruct his path into the frostfell and use this information to track down the location of his Iceforge. Alternately, a powerful wizard or aristocrat with no time to go traipsing off into the wild could stumble across this information and hire the PCs to track down the Iceforge, explore it, and return with any magic they find within.

VISITING DELZOMEN'S ICEFORGE

The majority of the upper level of the Iceforge consists of natural caves; these caves are somewhat insulated from the surrounding temperature and are above freezing, no thanks in small part to the numerous fire pits that constantly burn. These fire pits also provide the only real illumination for these caves. These fires make the environment quite sooty and smoky—not enough to harm characters who explore it, but definitely enough to make an extended stay in the caves uncomfortable. The roof height in the caves varies between 10 and 20 feet.

In contrast, the lower levels of the Iceforge are completely dark. Any light sources brought into the place cause everything in the dungeon to glitter and sparkle; everything is coated with a thick layer of frost and rime after so many years of ruin. Ceiling height is uniformly 10 feet; Delzomen would have even kept the ceilings lower in order to reduce the cost and effort of plating his Iceforge in blue ice, but several of his simulacra were too big to make this feasible. The doors are uniformly made of stone, and are unlocked in most cases but coated with ice and thus stuck and quite difficult to open (Strength DC 25). The walls, ceiling, and floors are all completely covered with 1-foot-square plates of blue ice; each plate is only an inch thick, but they provide excellent fortification to the walls. In cases where walls separate rooms, each consists of a core of stone masonry about 4 inches thick, covered on each side by blue ice plates.

The blue ice maintains a constant temperature in the dungeon of about 20° F; unprotected characters take the appropriate damage from exposure to cold once every hour. The frost coating the floors, walls, and ceiling make the entire dungeon incredibly slippery; DCs for Climb checks throughout the dungeon have a +5 modifier for slipperiness. More importantly, the floor's icy coating requires constant DC 15 Balance checks to avoid slipping and falling. This assumes characters are taking care and moving no faster than half their speed. Let the PCs take 10 on these Balance checks; a character with a 16 Dexterity wearing crampons with no ranks in Balance (for example) can move about at half speed in these chambers with ease. A character making a DC 20 Balance check can move at full speed without slipping.

If a room is allowed to thaw somewhat (which occurs after 1 hour of exposure to a party of four characters equipped with a few torches), the rime coating the floor melts enough to reveal that the blue ice plates on the floor are quite rough in texture and not nearly as slippery as those on the walls or ceiling. Once they are thawed, the Balance checks to move about these rooms drops by 5 (DC 10 to move at half speed and DC 15 to move at full speed). Delzomen himself was quite agile and had several ranks in Balance to aid in his explorations of icy environs, but many of his simulacrum minions did not, so he had the floors in these chambers roughened to reduce the natural slipperiness of the blue ice.

As presented, Delzomen's Iceforge should provide a challenge for a group of 5th-level characters.

PLATING ROOMS IN BLUE ICE

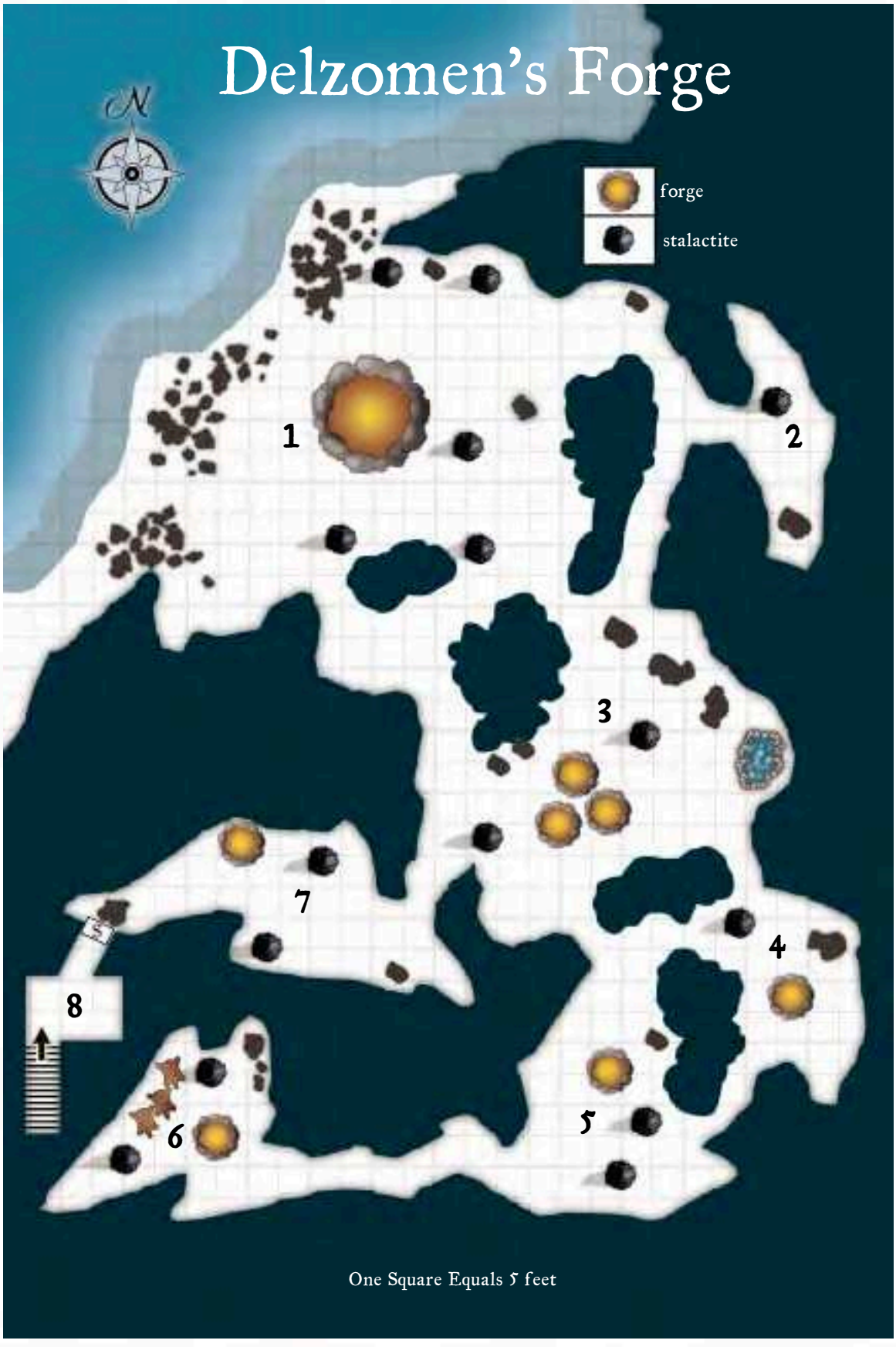
Characters and NPCs in your campaign may wish to plate rooms of their own homes and fortresses with blue ice, if only to provide an effective way to keep a storeroom cold for food storage or the like. The process for plating a chamber in blue ice is quite involved and expensive, and requires tiny bolts of blue ice to rivet the plates onto a stone, metal, or wooden surface (metal rivets soon become too brittle and snap off, causing the blue ice plates to drop off the walls).

Blue ice plating on a wall creates a layered wall, as detailed in Chapter 2: Stronghold Components in the *Stronghold Builder's Guidebook*. When you add a layer of blue ice plating to an existing wall, you use the hardness of the blue ice (hardness 10) or the hardness of the wall, whichever is higher. A layer of blue ice adds 20 hit points to the wall's total hit points. Blue ice plating is generally done with 1-inch thick plates; additional layers are possible, and each additional layer adds another 20 hit points to the wall but does not change its hardness. Blue ice is slippery, and it increases the Balance and Climb DCs of the floor or wall by +5. You can install roughened plates at no extra cost that negate this +5 modifier, although Balance and Climb checks are still required for moving over blue ice. A blue ice plate has a break DC of 26.

Plating a stronghold in blue ice is not cheap; it costs 40,000 gp per stronghold space (or per 1,600 square feet of freestanding wall) to do so. A single stronghold space averages 4,000 cubic feet or 400 square feet (given a 10-foot-high ceiling). Delzomen's Iceforge consists of about 25 stronghold spaces, and thus would have cost the wizard a staggering 1,000,000 gp to install if he hadn't used his magic to steal the materials and labor to do so.

Once a chamber is completely encased in blue ice, the ambient temperature in the room hovers at around 20° F, well below freezing and perfect for storing most perishable items.

Blue Ice Plating: 1 inch thick; hardness 10; hp 20; break DC 26.


Delzomen's Forge
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One Square Equals 5 feet

Interior Blue Ice Reinforced Stone Walls: 3 ft. thick; hardness 10; hp 720 per 10-ft. section; break DC 90; Climb DC 30.

Frozen Stone Doors: 3 in. thick; hardness 10; hp 60; break DC 28.

1. Feasting Cave (EL 5)

This large cave serves the neanderthals as both a guard post and a place to feast and celebrate. The entrance to the cave reaches 20 feet high at its highest point, more than enough room for successful hunting parties to carry in slain tlalusks or wooly mammoths after particularly successful hunts. The cave entrance is set into the side of a cliff overlooking tundra below; a short drop of 30 feet awaits any who go over (or are pushed over) the edge of the cave's front face onto this tundra. The neanderthals generally keep 2–3 of their number watching out over the tundra and ledge leading up to the cave from the southwest. Numerous rocks and boulders have been stacked near the edge to provide these guards with missile weapons to hurl at anyone approaching from the tundra.

A particularly large boulder sits near the top of the ledge leading up to the cave entrance. The boulder is wedged in place by a smaller boulder. If this wedge is removed (requiring a successful DC 20 Strength check and a full-round action), the larger boulder quickly rolls down the ledge at an initial speed of 10 feet. Its speed increases by +10 feet every round to a maximum of 60 feet. There is a 30% chance each round the boulder tumbles off the ledge and onto the tundra below. Any creatures standing on the ledge as the boulder hurtles by must make a DC 15 Reflex save or be struck by the boulder for 6d6 points of bludgeoning damage.

The feasting cave itself is littered with bones and other remnants from past feasts. A massive fire pit, nearly 20 feet in diameter and 10 feet deep, ringed by stones and outfitted with a number of large spearlike shafts of wood on which to cook meat, sits in the center of the cave. The fire in this pit is kept burning constantly; the neanderthals send out regular groups of gatherers to the tundra below to collect wood and plants to burn in the pit.

A total of 24 neanderthals live in the cave complex, as well as 10 noncombatant young. At any one time, eight of the neanderthal barbarians are out hunting miles from the caves, and 16 are skinning animals and crafting weapons. If the neanderthals in the cave become aware of an attack, they mobilize and reinforce the cave chamber where the intruders are. Make Listen checks for neanderthals in adjacent caves to hear the sounds of battle. The neanderthals typically take two full-round actions to grab their weapons before investigating the sounds of battle.

If the PCs slay Ulrue, the neanderthals quickly lose morale and retreat farther into the cave to regroup. At this point, they can be reasoned with if the PCs take the time to talk to them. The tribe isn't naturally warlike, having been forced to such extremes by the despotic command of Ulrue.

The neanderthals don't chase intruders far from their cave unless this is the third or fourth time in as many days that their cave has been assaulted.

Neanderthal Barbarian 1 (4): CR 1; Medium humanoid (human); HD 1d12+3; hp 9; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13; Base Atk +1; Grp +4; Atk or Full Atk +5 melee (1d10+4, greatclub); SA rage 1/day; SQ climate tolerant, fast movement, neanderthal traits, primitive weapon mastery; AL CN; SV Fort +5, Ref +0, Will +0; Str 16, Dex 11, Con 17, Int 6, Wis 10, Cha 12.

Skills and Feats: Climb +7, Jump +7, Listen +2, Spot +2, Survival +2; Power Attack.

Rage (Ex): Once per day, a neanderthal barbarian can enter a state of fierce rage that lasts 8 rounds. The following changes are in effect as long as he or she rages: AC 11 (touch 8, flat-footed 11); hp increase by 2; Grp +6; Atk +7 melee (1d10+7, greatclub); SV Fort +7, Will +2; Str 20, Con 21; Climb +9, Jump +9. At the end of his rage, the neanderthal barbarian is fatigued for the remainder of the encounter.

Climate Tolerant (Ex): Neanderthals don't have to make Fortitude saves against environmental effects when the temperature is between –20° and 140°.

Possessions: Greatclub, hide armor.

2. Smilodon Lair (EL 5)

The tribe managed to catch a smilodon cub a few years ago, and the tribe's druid has since raised it to be a ferocious guardian loyal to the tribe. It is not the druid's animal companion, but is nonetheless loyal to him. The creature lives in this cave, and usually gets first choice of any kills brought back for a feast.

Smilodon: hp 65; see page 118.

3. Communal Cave (EL 5)

This large cave slopes slightly downward toward the east, where a large pool of water collects from a tiny spring in the wall. The water drains slowly into the ground, maintaining a pool of about 5 feet deep. The heat of the neanderthals and their fires keeps the pool from freezing over.

This room serves as a place for the neanderthals to sleep, groom each other, and otherwise relax while they're not out hunting. One of the 3rd-level neanderthal hunters always guards the entrance to Ulrue's cave (area 7). The hunter is completely loyal to Ulrue for as long as he lives, but is quick to back down from overwhelming odds if Ulrue dies.

Neanderthal Barbarian 1 (3): hp 11, 10, 9; see area 1.

Neanderthal Hunter: Ranger 3; CR 3; Medium humanoid (human); HD 3d8+9; hp 22; Init +1, Spd 30 ft.; AC 14, touch 11, flat-footed 13; Base Atk +3; Grp +4; Atk +5 melee (1d8+1/×4, tigerskull club) or +7 ranged (1d6/×3, masterwork shortbow); Full Atk +5 melee (1d8+1/×4, tigerskull club) or +5/+5 ranged (1d6/×3, masterwork shortbow); SA combat style (archery), favored enemy (animal) +2; SQ climate tolerant, primitive weapon mastery, wild empathy +2; AL CN; SV Fort +6, Ref +4, Will +2; Str 12, Dex 13, Con 16, Int 11, Wis 12, Cha 8.

Skills and Feats: Climb +7, Hide +7, Listen +9, Move Silently +7, Spot +9, Survival +9; Endurance[B], Point Blank Shot, Rapid Shot[B], Track[B], Weapon Focus (shortbow).

Favored Enemy (Ex): The neanderthal ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against animals. The ranger also gets the bonus on weapon damage against animals.

Climate Tolerant (Ex): Neanderthals don't have to make Fortitude saves against environmental effects when the temperature is between –20° and 140°.

Possessions: Tigerskull club, masterwork shortbow, 20 arrows, leather armor, *amulet of natural armor +1*.

4. Nursery (EL 5)

The young of the tribe are kept here, swathed in large beds of fur. A group of barbarians is always on guard here; they do not leave the children under any circumstances and fight to the death to protect them.

Neanderthal Barbarian 1 (4): hp 9 each; see area 1.

5. Inner Cave (EL 3)

Originally used as a guard post under the old chieftain, this room now serves as an extension of the communal cave. Sick and wounded neanderthals often retreat to here to rest and recover.

Neanderthal Barbarians (2): hp 8, 7; see area 1.

6. Storage Cave (EL 5)

Once the chieftain's cave, the neanderthals have moved their supplies from the old storage cave into here at Ulrue's command. These supplies consist of furs, preserved meat, additional weapons, and various other bits of equipment and tools they have crated or scavenged over the years. The tribe's spiritual leader, a grizzled old neanderthal druid named Orlak, has also taken up residence in here, and makes sure none of the other tribesfolk take more than they need from the stores. His animal companion is a wolf with a terrible pink scar running over one side of its face—the result of being burned by the torch of a rival (and now extinct) tribe many months ago.

If Orlak hears a fight elsewhere in the cave complex, he'll approach only after casting every protective and combat-enhancing spell in his arsenal—both on himself and on his wolf.

Orlak, Male Neanderthal Druid 5: CR 5; Medium humanoid (human); HD 5d8+10; hp 32; Init –2; Spd 20 ft.; AC 12, touch 8, flat-footed 12; Base Atk +3; Grp +4; Atk +6 melee (1d6+1, masterwork club); Full Atk +6 melee (1d6+1, masterwork club); SA spells, wild shape 1/day; SQ climate tolerant, human blood, nature sense, primitive weapon mastery, resist nature's lure, trackless step, wild empathy +8, woodland stride; AL CN; SV Fort +6, Ref –1, Will +7; Str 12, Dex 6, Con 14, Int 10, Wis 16, Cha 13.

Skills and Feats: Concentration +10, Handle Animal +9, Knowledge (nature) +8, Listen +5, Spot +5, Survival +15; Craft Wondrous Item, Primitive Caster.

Resist Nature's Lure (Ex): Orlak gains a +4 bonus on saving throws against the spell-like abilities of fey.

Trackless Step (Ex): Orlak leaves no trail in natural surroundings and cannot be tracked.

Woodland Stride (Ex): Orlak may move through natural thorns, briars, overgrown areas, and similar terrain at his normal speed and without damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect him.

Druid Spells Prepared (caster level 5th): 0—*cure minor wounds, flare, light, mending, purify food and drink*; 1st—*cure light wounds, longstrider, shillelagh, speak with animals*; 2nd—*blood snow** (DC 15), *summon swarm, tree shape*; 3rd—*cure moderate wounds, winter's embrace** (DC 16).

Possessions: Masterwork club, hide armor, *amulet of natural armor +1, wand of entangle* (32 charges), *potion of cure moderate wounds, potion of remove disease*.

Tula, Wolf Animal Companion: CR —; Medium animal; HD 4d8+8; hp 22; Init +3; Spd 50 ft.; AC 17, touch 13, flat-footed 14; Base Atk +3; Grp +5; Atk +6 melee (1d8+2, bite); Full Atk +6 melee (1d8+2, bite); SA trip; SQ evasion, link, low-light vision, scent, share spells; AL N; SV Fort +6, Ref +7, Will +2; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +4, Move Silently +3, Spot +4, Survival +1; Improved Natural Attack (bite), Track[B], Weapon Focus (bite).

Trip (Ex): When Tula hits with her bite attack, she can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

7. Ulrue's Cave (EL 6)

Ulrue, the current leader of these neanderthals, lives here with his consort of the moment, one of the 3rd-level rangers in the tribe. The two of them rarely leave these chambers these days, except to lead raids on the tundra. Ulrue has revealed the secret door only to Koran, his consort, but he hasn't yet trusted her to show her the treasures of the common room (area 9) below. Koran's allegiance to Ulrue is tenuous, at best; she was the wife of the previous chieftain, and she agreed to become Ulrue's consort only so she could get close enough to him to one day repay him for killing her husband. Since that time, though, she has come to respect Ulrue's strength, and is now biding her time for him to slip up to strike.

Ulrue himself carries several magic devices scavenged from the common room downstairs, including a *+1 frost longsword*, a *+1 cold resistance heavy steel shield, gloves of the uldra savant*, and a *vial of icy sheets*. These objects go a long way toward establishing his power, and if they were somehow taken from him, a persuasive party might be able to get the tribe to turn against him.

The secret door at the far end of the cave is fairly cleverly hidden, and can be found with a successful DC 30 Search check. Ulrue has further hidden the door by piling several rocks and stones in front of it; clearing away the stones takes about 10 minutes of work, but once that's done, the DC for discovering the secret door is reduced to DC 25. Anyone who touches the door finds it to be much cooler than the surrounding rock or ambient temperature.

Ulrue, Male Neanderthal Ranger 6: CR 6; Medium humanoid (human); HD 6d8+12; hp 39; Init –1; Spd 20 ft.; AC 15, touch 9, flat-footed 15; Base Atk +6; Grp +10; Atk +12 melee (1d8+5/19–20 plus 1d6 cold, *+1 frost longsword*); Full Atk +10/+5 melee (1d8+5/19–20 plus 1d6 cold, *+1 frost*

longsword) and +10 melee (1d4+2, shield bash); SA combat style (two-weapon combat), favored enemy (animal) +2, favored enemy (human) +4; SQ climate tolerant, primitive weapon mastery, wild empathy +8; AL CE; SV Fort +7, Ref +4, Will +3; Str 18, Dex 8, Con 15, Int 8, Wis 12, Cha 14.

Skills and Feats: Climb +10, Jump +10, Listen +12, Spot +12, Survival +12; Endurance[B], Improved Shield Bash, Improved Two-Weapon Fighting[B], Power Attack, Two-Weapon Fighting[B], Track[B], Weapon Focus (longsword).

Favored Enemy (Ex): Ulrue gains a +4 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against humans, and a +2 bonus on these skills against animals. The ranger also gets the bonus on weapon damage against humans and animals.

Climate Tolerant (Ex): Neanderthals don't have to make Fortitude saves against environmental effects when the temperature is between –20° and 140°.

Ranger Spells Prepared (caster level 3rd): 1st—*conjure ice beast I*, *longstrider*.

Possessions: *+1 frost longsword*, *+1 cold resistance heavy shield*, hide armor, *gloves of the uldra savant*, *vial of icy sheets*. Ulrue's animal companion was recently slain while on a hunt, and he has not yet called a replacement animal.

Koran, Neanderthal Hunter: Ranger 3; CR 3; Medium humanoid (human); HD 3d8+9; hp 22; Init +1; Spd 30 ft.; AC 14, touch 11, flat-footed 13; Base Atk +3; Grp +4; Atk +5 melee (1d8+1/×4, tigerskull club) or +7 ranged (1d6/×3, masterwork shortbow); Full Atk +5 melee (1d8+1/×4, tigerskull club) or +5/+5 ranged (1d6/×3, masterwork shortbow); SA combat style (archery), favored enemy (animal) +2; SQ climate tolerant, primitive weapon mastery, wild empathy +2; AL CN; SV Fort +6, Ref +4, Will +2; Str 12, Dex 13, Con 16, Int 11, Wis 12, Cha 8.

Skills and Feats: Climb +7, Hide +7, Listen +9, Move Silently +7, Spot +9, Survival +9; Endurance[B], Point Blank Shot, Rapid Shot[B], Track[B], Weapon Focus (shortbow).

Favored Enemy (Ex): The neanderthal ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against animals. The ranger also gets the bonus on weapon damage against animals.

Climate Tolerant (Ex): Neanderthals don't have to make Fortitude saves against environmental effects when the temperature is between –20° and 140°.

Possessions: Tigerskull club, masterwork shortbow, 20 arrows, leather armor, *amulet of natural armor +1*.

8. Entrance to the Iceforge

This room marks the actual entrance to Delzomen's Iceforge; from this point on, all walls, floors and ceilings are plated with blue ice and the temperature is around 20° F, as detailed above. Once upon a time, Delzomen had a roper simulacrum guarding this area, but the creature was slain some time ago and all that remains is a curious pile of snow on the ground.

The door that once opened into the stairwell now lies in fragments on the floor, having been beaten down by Ulrue just recently. The stairs beyond lead down to area 9.

9. Common Room

This large room, like most of the other rooms in the lower level of the Iceforge, remains in a terrible state of disarray after the enormous battle between Delzomen and his awakened simulacrum minions so many years ago. With a successful DC 20 Survival check, a character with the Track feat can determine that many portions of this room seem to have been recently searched, and large footprints made by a humanoid with rag shoes are evident throughout the place. These were, of course, left by Ulrue. The neanderthal has searched this room numerous times, and has thus scavenged all the objects of value (most of which were dropped by slain simulacra, the strange snowy mounds that mark where they fell scattered throughout the room). He has found the trap in area 10 but hasn't yet figured out how to get by it, and has not found the secret door leading to area 12.

Delzomen used this room to entertain guests; it was once outfitted with numerous well-made pieces of furniture, but the ancient battle left this chamber in ruins.

10. Trapped Hall (EL 5)

Delzomen created a dangerous trap in this room that activates as soon as anything with a body temperature of above freezing moves at least 5 feet into the hallway. When the PCs trigger this trap, they risk being caught in an *ice web* (as the spell) unless they succeed at a DC 16 Reflex save.

Ulrue fell victim to this trap on his first foray into the dungeon but survived; he has yet to devise a way to penetrate farther into the Iceforge.

Ice Web Trap: CR 5; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*ice web*, 7th-level wizard, see text); Search DC 29; Disable Device DC 29. *Cost:* 14,000 gp, 1120 XP.

11. Storeroom

Delzomen used this room to store food, clothes, tools, and other mundane objects. They remain here still; the objects are frozen but otherwise usable.

12. Simulacrum Laboratory (EL 5)

This large chamber is fitted with numerous tables and workbenches Delzomen once used to build his simulacra. Several large blocks of ice still sit against the walls, a table full of various chisels sitting nearby that were used to carve the base forms of some of his minions. A successful DC 25 Knowledge (arcana) check correctly identifies the purpose of this laboratory. Several pottery jars of red dust sit on shelves to the east; these are jars of powdered ruby used to build or repair simulacra. Twenty-four jars can be found, each of which is worth 100 gp.

Delzomen's battle with his awakened simulacra never spilled into this room. As a result, the simulacrum guards he placed here to watch over the contents of the room remain here still. These two urskan simulacra stand at attention, patiently waiting for new orders. Their current orders are to guard the room from intruders, and upon sensing intrusion they leap into action, light glinting off their steel claws as they move to attack.

If the PCs slay the urskans, they instantly turn into snow, providing the PCs with a clue that many of the monsters in the Iceforge aren't what they seem.

Simulacrum Urskans (2): CR 2; Large magical beast (cold); HD 2d10+10; hp 21 each; Init +1; Spd 30 ft., swim 30 ft.; AC 21, touch 9, flat-footed 21; Base Atk +2; Grp +13; Atk +8 melee (1d12+7, steelclaw); Full Atk +8 melee (1d12+7, 2 steelclaws) and +3 melee (2d6+3, bite); Space/Reach 10 ft./5 ft.; SA powerful charge 2d12+10, rend 2d12+10; SQ darkvision 60 ft., immunity to cold, low-light vision, scent, surefooted, vulnerability to fire; AL N; SV Fort +8, Ref +4, Will +1; Str 25, Dex 12, Con 21, Int 12, Wis 12, Cha 12.

Skills and Feats: Craft (armorsmithing) +4, Intimidate +4, Listen +4, Spot +4, Survival +4; Power Attack.

Powerful Charge (Ex): An urskan deals 2d12+10 points of damage with a successful charge.

Rend (Ex): If an urskan hits with both claw attacks, it rends its opponent, dealing an additional 2d12+10 points of damage.

Surefooted: Urskans ignore movement penalties associated with snow on the ground. They gain a +4 racial bonus on Balance checks when walking on ice or snow.

Possessions: Half-plate armor, steelclaws.

13. Storeroom

Additional tools and materials for the simulacrum workshop are stored here, along with another 10 jars of powdered ruby in a locked chest (Open Lock DC 30). Each jar is worth 100 gp.

14. Guard Post

This room once contained several frost folk barbarian simulacra, but now all that remains of them are several intriguing mounds of snow on the floor, six masterwork battleaxes, and six masterwork light crossbows (each with 2d4 masterwork bolts).

15. Library

This vast chamber is filled with bookshelves made of stone. Many of the shelves in the western end of the room were knocked over by the ancient battle. Fully 14 mounds of snow litter this room, the remains of simulacra. The books themselves are brittle and fragile from the cold; although Delzomen was careful to protect each of them from the cold, the past 100 years have not been kind. The books cover a wide range of subjects; any character using them to help with a Knowledge (arcana), Knowledge (architecture and engineering), Knowledge (geography), Knowledge (nature), or Knowledge (the planes) check gains a +4 circumstance bonus on the check. Unfortunately, the books that aid Knowledge (arcana) and Knowledge (geography) checks were kept in the western end of the room and require extensive care before they can be easily consulted. If these books can be safely repaired and transported out of the dungeon, each knowledge category can be sold as a lot with a market price of 5,000 gp. Repairing the books and making them usable again is a daunting task requiring an expenditure of 6,000 gp and two months of work, coupled with a successful DC 25 Craft (bookbinding) check; a failure indicates the time and money is wasted.

16. Study

This smaller room contains several comfortable couches and chairs, along with several bookstands and shelves. There are about 20 books in here, all of which are technically part of the library (area 15). None of these books are spellbooks, although several of them discuss the topic of cold magic.

17. Blue Ice Forge (EL 4)

This room looks at first to be a forge for metal, but closer inspection reveals that the forge is strangely crafted. In truth, this forge is specialized for working with blue ice, and as such is completely useless for forging normal metal objects and weapons. A large cabinet against the western wall contains 10 pounds of raw blue ice, worth 400 gp per pound.

A single hulking dire bear simulacrum guards this room, waiting patiently for trouble to rear its head so it can go to work. If the PCs slay the dire bear, it instantly turns into snow.

Simulacrum Dire Bear: CR 4; Large animal; HD 6d8+27; hp 75; Init +1; Spd 40 ft.; AC 17, touch 10, flat-footed 16; Base Atk +4; Grp +18; Atk +14 melee (2d4+10, claw); Full Atk +14 melee (2d4+10, 2 claws) and +8 melee (2d8+5, bite); SA improved grab; SQ low-light vision, scent; AL N; SV Fort +9, Ref +6, Will +6; Str 31, Dex 13, Con 19, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +6, Spot +6, Swim +13; Alertness, Toughness, Weapon Focus (claw).

Improved Grab (Ex): To use this ability, the dire bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

18. Prison (EL 5)

Delzomen found that keeping living prisoners was the best way to provide a constant supply of material components from which to build simulacra. He kept his prisoners here in these cages, guarded by a pair of urskan simulacra. The simulacra guard this room still, even though the prisoners have all long since died. The bodies of the prisoners remain in their cells, and include various dwarves, neanderthals, and humans.

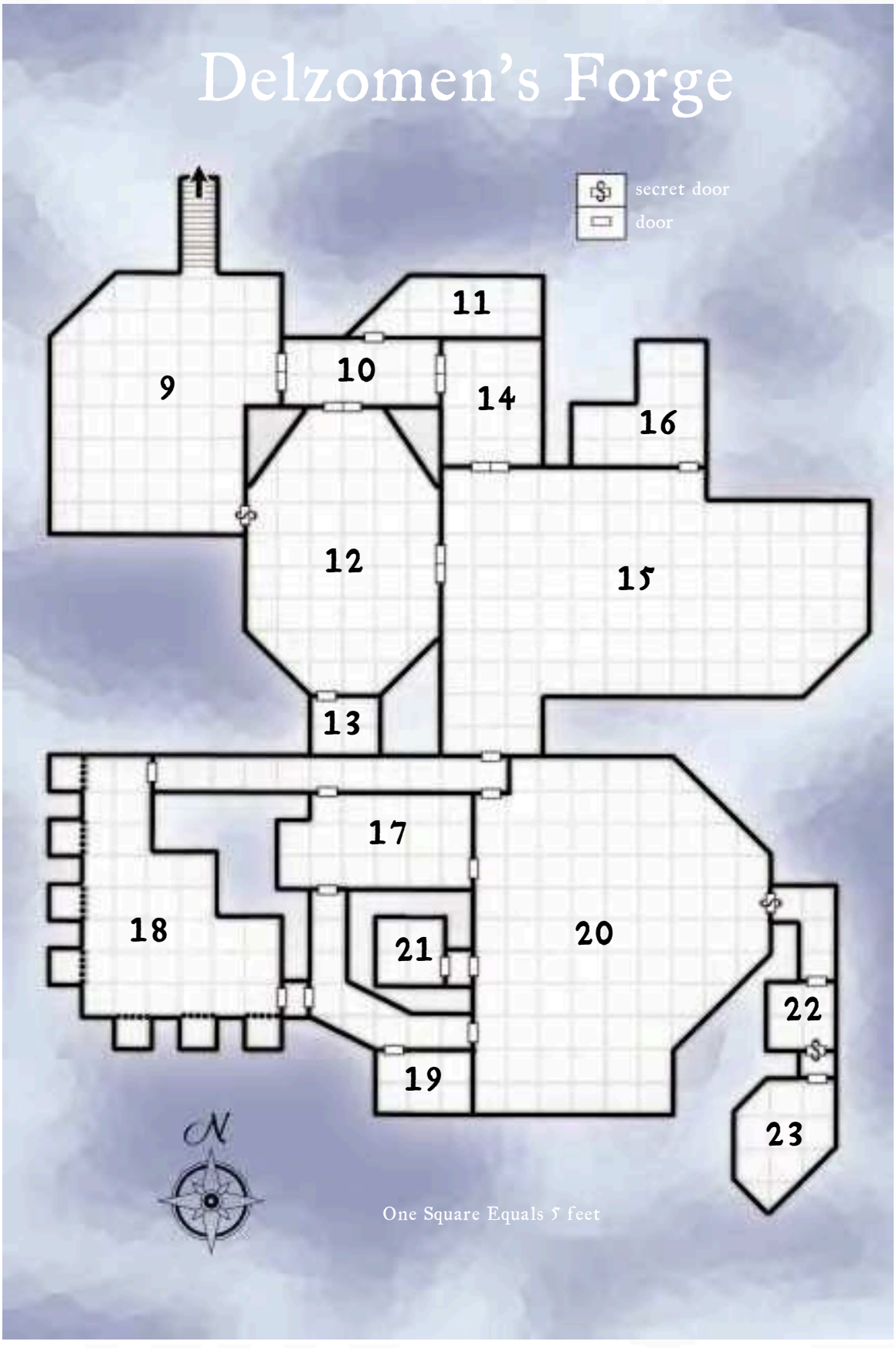
If the PCs slay the urskans, they instantly turn into snow.

Simulacrum Urskans (2): hp 21 each; see area 12.

19. Armory (EL 6)

The door to this room is locked with an *arcane lock* (caster level 17th). Delzomen collected many weapons and suits of armor over the years to outfit his simulacra, and kept them well organized in this chamber. The weapons include 6 masterwork battleaxes, 8 masterwork light crossbows, 3 masterwork rapiers, 3 masterwork ice axes, 2 masterwork bone bows, 5 masterwork suits of hide armor, 2 blue ice breastplates, and one blue ice greatsword. A barrel of 200 crossbow bolts sits against one wall.

A secret panel in the south wall can be moved aside if discovered with a successful DC 25 Search check; inside is a cache of more powerful weapons Delzomen created or built over the years, including a *+2 frost dagger*, a *+1 icy burst spiked chain*, a *wand of chill touch* with 44 charges, and a *monk's belt*.


Delzomen's Forge
secret door
door
9
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N
One Square Equals 5 feet

As with most other chambers in the Iceforge, this one is guarded by an eternally patient simulacrum. This one is the major simulacrum of a vrock demon Delzomen conjured ages ago. It turns into snow if slain.

Simulacrum Vrock: CR 6; Large outsider (chaotic, extraplanar, evil, tanar'ri); HD 5d8+35; hp 57; Init +2; Spd 30 ft., fly 50 ft. (average); AC 22, touch 11, flat-footed 20; Base Atk +5; Grp +15; Atk +10 melee (2d6+6, claw); Full Atk +10 melee (2d6+6, 2 claws) and +8 melee (1d8+3, bite) and +8 melee (1d6+3, 2 talons); SA spell-like abilities (caster level 6th), spores, stunning screech (DC 19), *summon tanar'ri*; SQ damage reduction 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 17, telepathy 100 ft.; AL CE; SV Fort +11, Ref +6, Will +7; Str 23, Dex 15, Con 25, Int 14, Wis 16, Cha 16.

Skills and Feats: Concentration +15, Diplomacy +5, Hide +6, Intimidate +11, Knowledge (the planes) +10, Listen +11, Move Silently +10, Search +10, Sense Motive +11, Spellcraft +10, Spot +11; Multiattack, Power Attack.

Spell-Like Abilities: At will—*mirror image, telekinesis* (DC 18), *greater teleport* (self plus 50 pounds of objects only); 1/day—*heroism*. Caster level 6th.

Spores (Ex): A vrock can release spores every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock, then an additional 1d4 points of damage every round for 10 rounds. A *delay poison* spell stops spore damage during its duration. *Bless, neutralize poison, remove disease,* or holy water kills the spores.

Stunning Screech (Su): Once per hour a vrock can emit a screech that stuns all nondemons within 30 feet (Fort DC 20).

20. Research Laboratory (EL 6)

It was in this room that Delzomen originally tried to transfer his soul into a simulacrum, and as a result it was in this room where the bulk of the fighting took place. What was once a luxuriously appointed magical laboratory has been reduced to ruin. Crushed spell components, mounds of ice and snow, ruined benches and tables, and broken wands, rods, staves, and other uncompleted magic items lie scattered throughout the room.

Before the PCs can search through this mess, however, they'll need to deal with the room's dangerous inhabitant, the simulacrum of a white dragon. This was the first creature that Delzomen managed to successfully create a simulacrum of, and he kept it here in his research laboratory as a combination pet and guardian. When his bid for immortality backfired, the dragon was one of the simulacra "infected" with intelligence; the beast killed Delzomen when he tried to sneak into the laboratory to get to the cache of healing potions hidden near the southern wall.

Since then, the dragon simulacrum has slowly gone insane, the fragmentary intelligence and memories inflicted upon it being just enough for it to be driven mad during the first few years of its life after it slew its creator. Since that time, the creature has come to refer to itself as Delzomen, in the deluded belief that he is in fact the surviving mind of the long-dead frozen master. He spends his time wallowing around the room, mixing together stale reagents and crushed components, believing he is building more magic items when in fact he's just toying with rubble.

"Delzomen" reacts strongly to intruders, and spends 1d3 rounds directing imaginary simulacra to attack them before he himself charges in to join the battle. A quick-witted party might be able to distract or even calm the insane simulacrum enough to avoid a battle (requiring a Diplomacy check to adjust its attitude from hostile to at least indifferent). Even if they do calm the creature, it is hopelessly mad and has little to say. You can use conversations with the beast to provide the PCs with a fragmentary history of the Iceforge, if you wish. As a simulacrum, the dragon turns into snow if slain.

Near the southern wall is a long-dead corpse of a horribly mutilated (but preserved by the cold) body of a human man. This is the body of Delzomen; most of his equipment has been crushed and destroyed by the simulacrum's ravages, but two items survive: a *ring of protection +3* and a *glove of storing*. A single crystal vial containing a dose of *simulacrum elixir* is still stored in the glove. Directly above the body, in a hidden compartment in the wall (DC 25 Search check), is a small compartment. This compartment is magic, similar in effect to the power of a *cube of frost resistance*, in that the inside of the 1-foot square compartment remains at a constant temperature of 65° F. Delzomen created this magic compartment when he realized he needed somewhere to store potions of healing for emergencies where the potions wouldn't freeze solid. Four potions of *cure moderate wounds*, a *potion of remove disease*, and a *potion of cure serious wounds* sit in the compartment, each neatly labeled.

The secret door in the east wall leads to Delzomen's private quarters; the fact that it's also crusted over with frost makes it even more difficult to discover. A successful DC 30 Search check uncovers the door; if the frost on the wall here is melted, the DC drops to DC 25.

False Delzomen, Simulacrum Adult White Dragon: CR 6; Large dragon (cold); HD 9d12+36; hp 94; Init +4; Spd 60 ft., burrow 30 ft., swim 60 ft., fly 200 ft. (poor); AC 26, touch 9, flat-footed 26; Base Atk +9; Grp +19; Atk +14 melee (2d6+6, bite); Full Atk +14 melee (2d6+6, bite) and +9 melee (1d8+3, 2 claws) and +9 melee (1d6+3, 2 wings) and +9 melee (1d8+9, tail slap); Space/Reach 10 ft./5 ft. (10 ft. with bite); SA breath weapon (DC 18), frightful presence (DC 15), spell-like abilities; SQ blindsense 60 ft., damage reduction 5/magic, darkvision 120 ft., ice-walking, immunity to cold, magic sleep effects, and paralysis, low-light vision, spell resistance 18, vulnerability to fire; AL CE; SV Fort +10, Ref +8, Will +6; Str 23, Dex 10, Con 19, Int 10, Wis 11, Cha 12.

Spell-Like Abilities: 3/day—*gust of wind* (DC 13); 1/day—*fog cloud*. Caster level 3rd.

Skills and Feats: Diplomacy +3, Hide +8, Listen +12, Move Silently +12, Sense Motive +12, Spot +12, Swim +26; Hover, Improved Initiative, Lightning Reflexes, Power Attack.

Breath Weapon (Su): 40 ft. cone, 6d6 cold, Reflex DC 18 half.

Frightful Presence (Ex): 180-ft. radius, HD 9 or fewer, Will DC 15 negates.

21. Research Vault (EL 6)

Both doors leading to this room are locked with *arcane locks* (caster level 17th). This small room is where Delzomen conducted some of his most dangerous experiments with cold; if something went bad, he could easily flee through the doors and seal off whatever happened, to be dealt with at a later date. The chamber currently contains three quite large metal containers and a long thin table.

At the time of his death, Delzomen had been experimenting with a method of creating an enhanced simulacrum using the protoplasmic matter of a white pudding in place of snow or ice. Opening the three containers is difficult since they have all frozen shut; a successful DC 22 Strength check is required to wrench the lids off. Two of the containers now hold nothing but a thin film of white crust, all that remains of the two white puddings once contained within. The third container still holds a living white pudding, which immediately erupts from the container and lashes out at anything that frees it.

White Pudding: hp 90; see page 147.

22. Guardian Chamber

An ice golem once guarded this chamber, a last stand defense in case Delzomen was forced to retreat to his sanctum. Unfortunately for Delzomen, the simulacrum of Tilkatakus managed to defeat the golem and continue on to confront Delzomen in the room beyond. All that remains of the golem are shattered chunks of ice.

The secret door to the south, like the one in area 20, is difficult to locate. A successful DC 30 Search check uncovers the door; if the frost on the wall here is melted, the DC drops to DC 25.

23. Delzomen's Sanctum (EL 6)

This room was once Delzomen's personal sanctuary, a place for him to hole up in and sleep, eat, study, and relax. It also served as a safe room, a place where he could retreat to in case his Iceforge was invaded. Unfortunately, Delzomen's protections failed when he tried to transfer the mind and soul of Tilkatakus into a simulacrum, and when he retreated here in a panic, he only delayed the inevitable when the enraged and insane Tilkatakus simulacrum tracked him down. Delzomen managed to defeat the simulacrum, but not before receiving a mortal wound.

This room still lies in ruins. A large mound of snow, all that remains of Tilkatakus, lies heaped in the center of the room, next to a large frozen bloodstain on the floor. A *+2 keen giant bane rapier* lies partially buried in the snow, its blade caked with frozen blood as well. These sights are obvious to anyone entering the room, but as soon as a creature enters the room, the deranged undead remains of Tilkatakus, still bound to the snow and ice of his mortal remains, rises up in unholy rage. Treat this creature as an icegaunt, but it does not let the mound of snow out of its sight.

If the once-simulacrum undead is slain, the PCs can search the ruins of the room. Aside from the rapier, the only real objects of value in the room are three frozen spellbooks under a pile of rubble to the south; a successful DC 20 Search check uncovers them. These spellbooks provide a good way to introduce any of the new wizard spells from this book to your characters.

Tilkatakus, Icegaunt: hp 68; see page 141.

ICERAZER: THE ICEBERG CITY

The polar seas are a terrible place, spawning grounds for massive storms and tempests, choked with icebergs, haunted by pirates and ghost ships, and filled with dangerous sea predators such as zeuglodons, monstrously huge sharks, and kraken. It's no surprise sailors who brave the polar waters return to port with strange and frightening stories of what they encountered on the frozen seas. Despite (or possibly because of) these dangers, the majority of these tales are exaggerations or outright lies, making it difficult to sort truth from fiction. One commonly recurring story that had been discounted for many years as baseless legend, though, has recently been proven beyond a shadow of a doubt to be horribly true . . . the stories of the devil-haunted iceberg city of Icerazer.

The stories of Icerazer are all similar; a ship, blown off course or forced to travel into uncharted polar waters to avoid icebergs or dangerous creatures, catches a view of a set of nine razor-sharp spires of ice protruding from the horizon. The lucky sailors lose sight of the spires, but a few are foolish enough to investigate and before long the nine frozen spires prove to be the peaks of a large iceberg, atop which squats a terrible stone city of brooding buildings. The whole city rides on a fairly flat mesa of ice, the sheer cliff sides of which plunge directly from the edge of the city into the briny deep. A narrow gash cuts through the midst of these buildings, forming a treacherous harbor spanned in two places by bridges made of bone and metal. A building seemingly carved of frozen blood sits on one side of this gash, and two massive towers of gray stone loom over it on either side. The gash leads to a massive cathedral of blue ice, and a towering statue of a shark-toothed but handsome man with a goatee sits atop a promontory overlooking the gash. Scattered throughout the city are several tall pitted and hollow spires, and when the wind blows over them it generates a low mournful drone. Above the city squats a massive palace made of ice and stone, its façade seething with latent hatred and despair. But perhaps most disturbing of all are the city's inhabitants; the streets are choked with red-skinned humanoids with devilish horns and features, mixing freely with other frostfell creatures of evil intent such as frost folk, frost giants, and worse. Cavorting amid these fearsome creatures are devilish creatures of all shapes and sizes.

Ships unlucky enough to travel too close to the city are often attacked by flights of winged devils or by giants hurling blocks of jagged ice. Other times, they are set upon by powerful wizards using cold spells from the edge of the iceberg. A few stories tell of white dragons perching in the spires, taking flight to attack those who draw too close. Since no ships ever claimed to have successfully landed on the shores of the city, nor even know its name, these stories

Icerazer
The Iceberg City
N
890 ft.
10
9
970 ft.
8
5
4
1,440 ft.
6
1
2
3
7
1,030 ft.
820 ft.
1,250 ft.
11
830 ft.
1,020 ft.
750 ft.
Elevation Key
501 ft. +
401 ft. - 500 ft.
301 ft. - 400 ft.
201 ft. - 300 ft.
100 ft. - 200 ft.
One Square Equals 50 feet

were often discounted as lies, or at the best, grog-induced nightmares. It wasn't until recently, when the city appeared near a large coastal city to the north and launched a devastating attack against it, that the story became fact. Since that attack, the city has launched raids on other polar-city ports, the iceberg propelled by some eldritch means as if it were a massive ship. Since these attacks began, the name of the city has become known to outsiders.

This is Icerazer, the Iceberg City and floating fortress of the cult of Levistus.

HISTORY OF ICERAZER

Icerazer was founded only a few short decades ago, and it wasn't until recently that it has started to truly menace the polar seas and frostfell port cities.

After being captured and nearly executed by agents of Asmodeus for attempting to free Levistus from his iceberg tomb on Stygia, the powerful half-fiend harpy assassin Azediel managed to escape through a portal into the Material Plane after being severely wounded, dragging with her a large shard of stygian ice torn directly from the wall of the tomb. She ended up atop a massive iceberg deep in the northern ocean, yet managed to survive with the aid of her ability to create food and water and her resistance to cold. She soon discovered something amazing about the iceberg she now called home . . . it was riddled with tunnels, and upon exploring them, deep inside its core she found a rimefire eidolon waiting for a rimefire witch to come.

The eidolon recognized Azediel for the fiendish monster she was and immediately attacked; the resulting battle was furious and the eidolon nearly prevailed, but Azediel managed to stab the eidolon with the shard of stygian ice. As she did, a monstrous transformation shook the iceberg; the rimefire eidolon was instantly consumed in a blast of unholy frost as a vortex of swirling energy tore through the heart of the chamber and infused the iceberg with unholy evil channeled directly from Stygia. Azediel found herself overcome with the power, but upon awakening she realized she now possessed the now-destroyed eidolon's powers to control the movements and growth of the iceberg. More amazing, the extraplanar vortex at the iceberg's heart had stabilized, forming a portal of sorts directly to the tomb of Levistus.

Azediel quickly found that the portal was, in fact, a sort of siphon that could draw in the souls of those who perished after falling into it. She was further able to determine with divination magic that the energy of these siphoned souls was channeled directly into the tomb of Levistus, and that with each soul the walls of his icy prison grew less stable as Levistus gained a small amount of power. After much experimentation, Azediel learned that the energy provided by most souls was transitory, and that only souls culled from creatures with a powerful inner fire (good-aligned creatures with the fire subtype) did any appreciable damage to the tomb on Stygia. If she left the portal untended without the energies of her worship and prayers, it slowly began to seal over.

Thus, Azediel was hit with a quandary; she couldn't leave the iceberg for long without the portal closing, but there were hardly any good-aligned fire creatures in the immediate vicinity to sacrifice to the portal either. She could move the iceberg with the powers gained from the slain rimefire eidolon, but not nearly fast enough to make any real progress. As she pondered a solution to her problem, a solution began to present itself.

Just as she had gained the ability to move the iceberg by thought, her mind had also gained the power to unconsciously send out a powerful lure. As the rimefire eidolon used to attract worshipers of Hleid to the iceberg, Azediel was now attracting worshipers of her own patron, Levistus. To her great delight, the frostfell soon proved to have a huge number of worshipers of the Lord of the Fifth. To aid their quest to reach her iceberg, Azediel used her eidolon-granted abilities to shape the pinnacles of the iceberg into impossibly tall and thin spires; nine in total, one for each layer of Hell that Levistus would eventually rule.

For many years, Azediel's quest to free Levistus took a back seat to the more engaging process of becoming a powerful cult leader. The worshipers who arrived at the iceberg viewed her as a mighty ruler and followed her orders without question. Azediel's first task was to have her new minions gather stones from nearby islands and build a massive palace atop the iceberg; once this place was done, she allowed her favorite minions to live there while the rest set about building more and more buildings. And thus was the city of Icerazer born.

Eventually, Azediel awoke with a horrible burning pain in her chest and a terrifying vision of Levistus enraged in her mind, and she realized she had been slack for too long in her quest to free her lord from his tomb. Icerazer had already become a powerful force on its own, and in those years Azediel had learned how to train some of her most trusted allies in the art of guiding and moving the iceberg. When they all worked together, the iceberg could move with astounding rapidity. So Azediel studied the many maps of the polar seas she had collected over the ages, and set out in search of the souls of those who would finally free her lord to rule Hell.

INTRODUCING ICERAZER INTO YOUR CAMPAIGN

Introducing the Iceberg City into your campaign should not be done without a good deal of planning. If your players are already located in a frostfell, they could either hear tales of the mobile city, or could even stumble upon it while traveling the seas. They could even be staying in a coastal city in the frostfell when Icerazer approaches and unleashes an attack on the city. These attacks are mostly to provide the warlike denizens of the city with much-needed opportunities for mayhem and looting, but Azediel also uses them to interrogate powerful prisoners as to the locations of good-aligned fire creatures. Azediel has learned that brass and gold dragons make the best sacrifices, and she focuses her search on these creatures.

If the characters are located somewhere else in your game world, perhaps they hear tales of brass and gold dragons being hunted down in the north, or even stories of a floating city

bringing havoc to the northern cities. These raids eventually disrupt shipping lanes, and valuable commodities from the frostfell soon become sparse. An investigation into the northern seas is the only obvious way for the player characters to determine what has disrupted the shipping lanes.

You could even have Icerazer drift south into temperate or even tropical zones. In order to do so, Azediel must devote many of her resources into maintaining the cold of the ice city; perhaps she does so after she captures a *major iceheart* during one of her raids.

ICERAZER AT A GLANCE

Icerazer (Small City): Magical; AL LE; 15,000 gp limit; Assets 4,350,000 gp; Population 5,800; Integrated (snow goblin 25%, tiefling 20%, human 17%, orc 6%, uldra 6%, frost giant 5%, half-orc 5%, devil/half-fiend 4%, gnome 3%, half-elf 2%, dwarf 2%, elf 1%, halfling 1%, other 2%).

Authority Figures: Azediel, Arch-Priestess of Levistus and Matriarch of Icerazer, female half-fiend harpy rogue 4/assassin 10.

Other Notable Figures: Anoxiel, female white dragon great wyrm; Glorkakus, female winter hag rogue 8 (High Inquisitor of Icerazer Palace); Kurnayata, female elf wizard 10/frost mage 5 (Justiciar of the Blood Palace); Irius, female frost folk wizard 13 (Lady of Icerazer Palace); Koriadak, male frost giant fighter 5 (Commander of the Axelords); Lazarel, male ice devil (Harbormaster of Icerazer); Mordecai, male frost giant spiritspeaker (Commander of the Ice Palace Guard); Narlael, male tiefling cleric 8/thaumaturgist 5 (High Priest of the Cathedral of Levistus); Grimsickle, uldra rogue 12

AZEDIEL

Azediel, Female Harpy Rogue 4/Assassin 10: CR 19; Medium outsider (native); HD 7d8+7 plus 14d6+14; hp 112; Init +8; Spd 20 ft., fly 80 ft. (average); AC 21, touch 19, flat-footed 14; Base Atk +17; Grp +18; Atk +27 melee (1d6+3/15–20 plus 1d6 cold plus 2 Wisdom, *+2 fire bane stygian ice rapier*) or +26 ranged (1d6+1/×3 plus 1d6 cold plus 2 Wisdom, *+1 composite shortbow* with stygian ice arrows); Full Atk +27/+22/+17/+12 melee (1d6+3/15–20 plus 1d6 cold plus 2 Wisdom, *+2 fire bane stygian ice rapier*) and +20 melee (1d4, 2 claws) and +20 melee (1d6, bite) or +26/+21/+16/+11 ranged (1d6+1/×3 plus 1d6 cold plus 2 Wisdom, *+1 composite shortbow* with stygian ice arrows); SA captivating song, death attack, smite good, sneak attack +7d6, spell-like abilities, spells; SQ damage reduction 10/magic, darkvision 60 ft., evasion, hide in plain sight, immunity to poison, improved uncanny dodge, poison use, resistance to acid 10, cold 10, electricity 10, and fire 10, spell resistance 31, trapfinding, trap sense +1; AL LE; SV Fort +9 (+14 against poison), Ref +26, Will +13; Str 12, Dex 27, Con 12, Int 15, Wis 14, Cha 22.

Skills and Feats: Balance +10, Bluff +30, Diplomacy +8, Disguise +12 (+14 acting), Intimidate +22, Jump –3, Hide +27, Knowledge (local) +5, Listen +16, Move Silently +27, Perform (oratory) +16, Sense Motive +13, Spot +16, Tumble +23, Use Magic Device +30; Combat Expertise, Dodge, Improved Critical (rapier), Improved Feint, Mobility, Flyby Attack, Quicken Spell-Like Ability (*poison*), Weapon Finesse.

Languages: Common, Draconic, Infernal.

Captivating Song (Su): When Azediel sings, all nonharpies within a 300-foot spread are captivated (Will DC 19 negates). Captivated creatures walk toward the harpy, taking the most direct route and taking no actions other than to defend themselves. If the route is dangerous, the creature gets a second saving throw. Captivated creatures within 5 feet of Azediel stand there and offer no resistance to her attacks. The effect continues as long as Azediel sings and for 1 round thereafter. Creatures who make their save against Azediel's captivating song can't be affected by it for 24 hours.

Death Attack: If Azediel studies her victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the victim must make a DC 22 Fortitude save or die.

Smite Good: Azediel can attempt to smite good with one normal melee attack. She deals 20 extra points of damage. Smiting a creature that is not evil has no effect but uses the ability for that day.

Sneak Attack (Ex): Azediel does 7d6 extra points of damage on any successful attack against flat-footed or flanked targets, or against a target that has been denied its Dexterity bonus for any reason. This damage applies to point-blank ranged attacks as well. Creatures with concealment, creatures without discernable anatomies, and creatures immune to critical hits are all immune to sneak attacks. Azediel may choose to deliver nonlethal damage with her sneak attack, but only when using a weapon designed for that purpose, such as a sap (blackjack).

Evasion (Ex): If Azediel is exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage with a successful saving throw.

Hide in Plain Sight (Ex): Hide within 10 ft. of shadows, even while being observed.

Improved Uncanny Dodge (Ex): Cannot be flanked and can only be sneak attacked by a character who has at least 14 levels of rogue.

Poison Use: Azediel never accidentally poisons herself.

Trapfinding: Azediel can find, disarm, or bypass traps with a DC of 20+. She can use the Search skill to find, and the Disable Device skill to disarm, magical traps (DC 25 + the level of the spell used to create it). If her Disable Device result exceeds the trap's DC by 10+, she discovers how to bypass the trap without triggering or disarming it.

Uncanny Dodge (Ex): Azediel retains her Dexterity bonus to AC even when flat-footed or targeted by an unseen foe (she still loses her Dexterity bonus if paralyzed or otherwise immobile).

Spell-Like Abilities: 3/day—*darkness*, quickened *poison* (DC 20), *unholy aura*; 1/day—*blasphemy* (DC 23), *contagion* (DC 19), *desecrate*, *destruction* (DC 23), *horrid wilting* (DC 24), *summon monster IX* (fiends only), *unhallow*, *unholy blight* (DC 20). Caster level 21st.

Assassin Spells Known (4/4/3/3 per day; caster level 10th): 1st—*detect poison*, *obscuring mist*, *sleep* (DC 13), *true strike*; 2nd—*alter self*, *illusory script* (DC 14), *invisibility*, *undetectable alignment*; 3rd—*deep slumber* (DC 15), *false life*, *magic circle against good*, *nondetection*; 4th—*dimension door*, *freedom of movement*, *locate creature*, *poison* (DC 16).

Possessions: *+2 fire bane stygian ice rapier*, *+1 composite shortbow* (+1 Str bonus), 20 stygian ice arrows, *ring of protection +2*, *wand of mage armor* (18 charges), *wand of sending* (43 charges), *gloves of dexterity +4*, *cloak of resistance +2*, *Heward's handy haversack*, 4 *potions of cure serious wounds*, 2 *potions of lesser restoration*, scroll of *heal*, scroll of *greater planar ally*, scroll of *word of recall*, 10 doses of yeti oil.

Illus. by D. Knutson

Icerazer City

(Magistrate of Icerazer); Tumakus, half-orc rogue 7/fighter 7 (Overseer of the Blood Palace); Uzradin, advanced 24-HD male winterspawn (Guardian of the Icerazer Boneyard).

Approximately half of the above-water surface of the iceberg is covered with low stone buildings; the remainder of the iceberg consists of rugged spires and jagged peaks. The rim of the iceberg is surrounded by a precipitous drop of about 100 feet into the sea. Access to the city itself is difficult for nonflying creatures; ships moored in the Gash can raise and lower cargo and passengers via a series of lifts attached to wooden piers extending out over the gap high above.

The city itself is home to 5,800 creatures; the populace is comprised of a highly eclectic mix of races, but strife and infighting is surprisingly minimal. That is partially due to most inhabitants of Icerazer sharing the same religious beliefs, but more likely because the city is policed by a large number of devils and frost giants loyal to Azediel. Snow goblins and cruel-hearted humans are used as slaves and servants by much of the city's more powerful denizens.

Icerazer has no real means of supporting itself; all the food and miscellaneous supplies needed by its denizens must be acquired from other locations. Given the temperament of the city's citizens, it should come as no surprise that these supplies are gained through raids, although a certain amount of food, slaves, and other supplies are gained regularly through trade with various pirate vessels; this constitutes the only nonviolent method Icerazer seems capable of when it comes to securing supplies, unfortunately.

Azediel rules Icerazer, but she leaves the majority of the daily details of administration to a hand-selected group of cultists known as the Ninerazers, a group of eight powerful cultists who are loyal to Azediel and the city of Icerazer itself; Azediel herself is the ninth (and most powerful) of the ruling Ninerazers. The Ninerazers are in turn served by two groups, the Razerwings and the Axelords. The Razerwings consist of a group of about 100 white abishai devils tasked with patrolling the skies above Icerazer, delivering messages between the various power groups in the city, and keeping an eye on the waters surrounding the city for approaching trouble. The Axelords consist of frost giants who patrol the streets of the city and insure that no problems arise.

VISITING ICERAZER

For the most part, visitors to Icerazer are welcome, as long as they are not obviously the advance scouts for an invasion or servants of good. All visitors are directed to the Blood Palace to register, after which they are more or less allowed free run of the city as long as they don't intrude upon any homes uninvited and don't cause a stir. Aside from the Blood Palace, all the numbered locations on the map of Icerazer are off limits to visitors. Any visitors caught causing problems are rounded up by a patrol of four Axelords and brought to the Blood Palace for trial. These trials are quick and efficient, and generally consist of a series of questions (accompanied by divination magic) to determine the true purpose of the visit. If the visitor is found to be someone who won't be missed, he's generally executed on the spot. If he's someone whose disappearance might cause more unwelcome guests to come into the city in search of their missing friend, the lucky visitor is allowed to leave the city via the way he entered it, but not after having to pay a fine (usually consisting of all his wealth and carried gear). Those who resist this fee and exile are executed, no matter what the repercussions may be.

The majority (95%) of unlabeled buildings are residences. There simply aren't that many shops or public buildings in Icerazer, since the city's civilians are supplied with what food and supplies they may require according to their status and needs. The remaining buildings are inns (30%), taverns (30%), or miscellaneous shops (40%). These locations are often used as public gathering grounds, and it is here that one can encounter what few visitors may be currently staying in the city; these visitors almost always consist of pirates, but on rare occasions they may be visiting spellcasters or cultists seeking an audience with Azediel.

Some locations in Icerazer deserve special mention. These 11 locations are detailed below, with a brief random encounter table identifying good encounters for PCs who explore them. The Icerazer Palace itself is presented in detail as a place player characters may be forced to invade in order to put a stop to Azediel's raids.

1. The Gash

A sheer gash scars the side of the iceberg here, almost as if a massive giant slammed an equally massive axe into its side long ago. Seawater fills the bottom of the gash, which measures a little more than 100 feet wide on average. Several ships are packed into the gash, moored by ropes to large iron bolts driven into the sides of the gash. Nearly 100 feet above, an intricate network of catwalks, bridges, and jetties protrude out over the gap, many of which are fitted with lifts operated by bands of slaves. These lifts constantly raise and lower cargo to and from the ships below, along with passengers too nervous or exhausted to brave the numerous rope ladders dangling down the sides of the cliff face.

This deep fissure in the face of the iceberg is generally filled with seawater to a depth of about 30 feet, and serves as a sort of harbor for visiting ships. Not many ships can moor here, so the harbormaster, an ice devil named Lazarel (who is also one of the Ninerazers) keeps detailed records of the schedules of regular visitors to the city and keeps a large appointment book to track when openings are available. Little goes on in the Gash that Lazarel doesn't know about. At any given time, only a 10% chance exists that an opening is available in the Gash to moor a ship. If no space is available, the ship must wait in the nearby ocean for an opening; in this case a Razerwing guard flies down to the ship to take names and the purpose of the ship's visit. This guard then reports this information to Lazarel, who schedules the visitors (if their visit is approved) for a spot within 1d12 days.

Once a ship is allowed to moor in the Gash, the captain needs to pay a daily tax of 100 gp. Obviously, most ship crews do their best to take care of business as quickly as possible, even though once they are awarded a spot in the Gash, they are allowed to keep that spot for as long as they

can afford. A ship that can't afford to pay yet does not leave the Gash is assaulted by flights of Razerwing guards (and nearby pirates from other ships who want a piece of the action), looted, and scuttled.

A lift can transport up to 2,000 pounds of cargo at a time; each transport costs an additional 20 gp, and takes 1d6 minutes. The numerous rope ladders dangling down from the jetties above are free, but they require a successful DC 5 Climb check to navigate. Heavily armored or clumsy individuals should probably pay the 20 gp for a lift ride.

2. The Spire of Levistus

A steep spire of ice looms over the entrance to the Gash of Icerazer. Atop it stands a massive stone statue of a handsome man, his skin of pale alabaster and his hair of dark obsidian. He sports a neatly trimmed goatee and rests one palm on the pommel of a massive rapier thrust into the ice at his side. The statue's eyes are two huge black crystals, and its mouth is slightly parted in a sardonic smile to reveal sharklike teeth.

A successful DC 25 Knowledge (the planes) check identifies the statue as that of Levistus as he was before he was imprisoned in his icy tomb. This statue is an icon of the city, and can be seen both by approaching ships and by almost any point in the city itself. At night, the statue glows softly with blue *faerie fire*, serving as a beacon of sorts for pirate ships approaching Icerazer in the darkness.

The statue's twin eyes are two incredibly huge spheres of stygian ice; each sphere is 1 foot in diameter and weighs 10 pounds. They are worth 20,000 gp apiece if they can be safely transported to a buyer. Remember, stygian ice is dangerous to touch and melts in warmer climates (for more information on stygian ice, see page 81).

Characters who manage to steal the eyes of this statue or otherwise deface it earn the ire and hatred of the entire city of Icerazer, and Azediel puts her other plans on hold while she turns all her resources toward tracking down the vandals to exact terrible punishment for their crimes.

3. Harbormaster (EL varies)

This large stone building looms over the edge of the cliff, a massive pier jutting out from one face and out over the Gash. The building itself is crusted over with ice and rime, more so than most of the other buildings in the area, and a large group of white-winged draconic humanoid creatures perch on its eaves. A three-story tower of cloudy blue ice rises from the back of the building, and a sign hangs over the main entrance to the building: "Icerazer Harbormaster."

The majority of this structure is carved into the solid ice below; seven large warehouse chambers below the building are used to catalog and distribute new shipments of goods, slaves, and loot taken off the ships from the Gash. This material is then hoisted up through a hole in the floor to the building above and then delivered as appropriate; most of the material here goes to the Town Hall (area 8) for storage.

This building is the home of one of the rulers of Icerazer, an ice devil named Lazarel. Among other duties, he is responsible for the ship traffic in and through the Gash. He can usually be found here, going over the records of activity in the Gash and making sure the pirates the city does business with aren't trying to swindle or cheat the system.

Characters who try to infiltrate this building and the warehouses below are in for a big fight, as Lazarel has under his command Razerwing guards, as well as a large number of bearded devils that serve as laborers and clerks. Lazarel himself retreats to his personal quarters if a confrontation turns bad. His tower is well trapped and contains several ice golem guardians. Unlike the other Ninerazers, Lazarel's chambers do not contain a *teleportation circle* for easy access to Icerazer Palace, since he can *teleport* at will himself.

d%	Encounter	Average EL
01–20	Lazarel the ice devil and 1d3 barbed devils	15
21–40	1d6+5 razerwings, white abishai	12
41–66	1d4+1 ice golems	12
67–100	1d6+5 bearded devils	11

4. Cathedral of Levistus (EL varies)

This tall structure stands brooding at the center of the iceberg. Carved entirely out of dark blue ice, the building consists of five ragged domes of ice surrounding an icy spire that stretches nearly 200 feet into the air. The building itself is open to the air, like a massive pavilion. Inside is a small amphitheater-shaped depression, at the center of which stands what looks like a miniature iceberg floating in a large pool of oily black water. A strange dark shape lurks at the heart of this miniature iceberg.

This building has become the religious center for the majority of Icerazer's people. United under their faith in Levistus, this building fills with massive crowds every evening as the faithful come to worship. Outside of the normal services for worshipers, one can usually find at least a few Monks of the Frozen Eon meditating before this icon. These monks believe that Levistus has spent the past several eons in his frozen prison turning his rage inward and uses it to prepare himself for his freedom. They believe that when he finally is freed, he shall emerge more powerful than ever before.

Although Azediel is the most powerful worshiper of Levistus in Icerazer, Narlael the tiefling cleric is the most publicly recognized. His chief duty as a Ninerazer is as the caretaker of this cathedral, and he usually leads the faithful in the black mass on the night of every new moon. He lives here in the chambers below the cathedral along with his harem of erinyes devils.

The chambers below the cathedral can only be accessed via a cleverly hidden secret door (Search DC 30) inside of one of the massive support pillars under the dome closest to Icerazer Palace. The chambers are small, consisting only of living quarters, a personal shrine, a harem, a few storerooms, and a chamber containing a *teleportation circle* leading to area 18 in Icerazer Palace. In addition to the erinyes devils that dwell in here, Narlael has bound several bone devils here to serve as guards.

Narlael, Male Tiefling Cleric 8 of Levistus/ Thaumaturgist 5: CR 14; Medium outsider (native); HD 8d8+8 plus 5d4+5; hp 61; Init +1; Spd 30 ft.; AC 25, touch 11, flat-footed 24; Base Atk +8; Grp +7; Atk +10 melee (1d6+2, +3 *silver sickle*); Full Atk +10/+5 melee (1d6+2, +3

silver sickle); SA *darkness* 1/day (caster level 13th), spells, rebuke undead 3/day (+5, 2d6+8, 8th); SQ contingent conjuration, darkvision 60 ft., improved ally, extend summoning, planar cohort, resistance to cold 5, electricity 5, and fire 5; AL LE; SV Fort +8, Ref +5, Will +16; Str 8, Dex 15, Con 12, Int 12, Wis 22, Cha 16.

Skills and Feats: Bluff +8, Concentration +9, Diplomacy +15, Knowledge (religion) +6, Knowledge (the planes) +6, Sense Motive +11; Augment Summoning[B], Beckon the Frozen, Craft Magic Arms and Armor, Craft Construct, Craft Wondrous Item, Spell Focus (conjuration).

Languages: Common, Abyssal, Auran, Aquan, Draconic, Infernal, Ignan, Terran.

Cleric Spells Prepared (caster level 13th): 0—*cure minor wounds, detect magic, guidance* (2), *mending, read magic*; 1st—*command, cure light wounds* (2), *disguise self*[D], *divine favor, endure elements, shield of faith, summon monster I*; 2nd—*bear's endurance, chill metal*[D] (DC 18), *cure moderate wounds* (2), *enthrall* (DC 18), *hold person* (DC 18), *resist energy, summon monster II*; 3rd—*cure serious wounds, dispel magic, sleet storm*[D], *magic vestment* (2, both already cast), *summon monster III*; 4th—*air walk, ice storm*[D], *cure critical wounds, greater magic weapon* (already cast), *lesser planar ally, summon monster IV*; 5th—*slay living* (DC 21), *spell resistance, summon monster V* (2), *wall of ice*[D] (DC 21),;6th—*heal, mislead*[D] (DC 21), *planar ally, summon monster VI*; 7th—*control weather*[D], *summon monster VII*.

[D]Domain spell. *Domains*: Cold (turn/destroy fire creatures), Trickery (Bluff, Disguise, and Hide are class skills).

Contingent Conjuration: If Narlael is brought below 30 hit points, a contingent *summon monster VII* spell summons a bone devil to his aid.

Planar Cohort: Narlael has used a *planar ally* spell to gain a bearded devil cohort that serves him as a messenger and spy.

Liraxian, Male Bearded Devil: hp 48; see page 52 of the *Monster Manual*.

Possessions: *+1 silver sickle**, mithral breastplate*, heavy steel shield*, *metamagic rod of extend*, *amulet of natural armor +1*, *circlet of persuasion*, *cloak of Charisma +2*, *periapt of Wisdom +4*, scroll of *summon monster VI*, scroll of *summon monster V*.

*Narlael starts every day by using his *metamagic rod of extend* to cast an extended *greater magic weapon* on his *+1 silver sickle* and *magic vestment* on his shield and breastplate. These effects last for 26 hours, so he is rarely encountered without +3 enhanced weapons and armor. His stat block reflects these additional bonuses.

d%	Encounter	Average EL
01–30	Narlael	13
31–70	1d4+3 erinyes devils	12
71–100	1d3+1 bone devils	12

5. Razerwing Rookeries (EL varies)

This tall spire of stone and ice is riddled with holes and numerous open chambers, giving the structure the look of a massive eldritch flute impaled in the ice. Indeed, as the wind blows over and through the structure, it creates the

RAZERWING GUARDS

The Razerwing guards of Icerazer are all white abishai. Abishai are torturers and wardens of the upper circles of Baator. These devils resemble gargoyles, with batlike wings, vicious claws, snapping jaws, and tails that carry a magic sting. Most abishai owe fealty to Tiamat, queen of the chromatic dragons, and they themselves follow the colorations of these evil dragons. Abishai come in five varieties; white, black, green, blue, and red.

The white abishai found in Icerazer have been hand selected by agents of Azediel for their ferocity and strength; they are somewhat stronger than most other white abishai. Although they don't have as many opportunities to torture and maim here in Icerazer than they did in Baator, the Razerwing guards are thankful at least that here they have little worries of being tormented themselves by more powerful abishai.

Abishai are detailed in *Monsters of Faerûn;* the statistics for the slightly tougher white abishai found in Icerazer are given below.

Razerwing Guard (White Abishai): CR 6; Medium outsider (baatezu, evil, lawful); HD 6d8+12; hp 39; Init +2; Spd 30 ft., fly 40 ft. (poor); AC 16, touch 12, flat-footed 14; Base Atk +6; Grp +7; Atk +7 melee (1d8+1 plus 1d6 cold, tail); Full Atk +7 melee (1d8+1 plus 1d6 cold, tail) and +5 melee (1d4, 2 claws) and +5 melee (1d6, bite); Space/Reach 5 ft./5 ft.; SA spell-like abilities, *summon baatezu;* SQ baatezu traits, darkvision 60 ft., damage reduction 5/good, immunity to fire and poison, outsider traits, regeneration 4, resistance to acid 10 and cold 10, spell resistance 11, see in darkness, telepathy 100 ft., vulnerable to holy water; AL LE; SV Fort +6, Ref +6, Will +5; Str 13, Dex 15, Con 15, Int 10, Wis 12, Cha 12.

Skills and Feats: Bluff +10, Concentration +11, Disguise +10, Escape Artist +11, Intimidate +12, Listen +12, Search +9, Spot +12; Alertness, Improved Natural Attack (tail), Multiattack.

Spell-Like Abilities: At will—*animate dead, charm person* (DC 12), *command* (DC 12), *desecrate, disguise self* (DC 12), *major image* (DC 14), *suggestion* (DC 14), and *scare* (DC 13). Caster level 4th. The save DCs are Charisma-based.

Summon Baatezu: Once per day a white abishai can attempt to summon 2d6 lemures with a 50% chance of success, or another abishai with a 20% chance of success. This ability is the equivalent of a 2nd-level spell.

Baatezu Traits: White abishai are immune to fire and poison. They have resistance to acid 10 and cold 10. As a supernatural ability, white abishai can see perfectly in even magical darkness. They can communicate telepathically with any creature within 100 feet that has a language as a supernatural ability.

An abishai's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Outsider Traits: A white abishai cannot be *raised, reincarnated* or *resurrected* (though a *limited wish, wish, miracle*, or *true resurrection* spell can restore life). It has darkvision out to 60 feet.

Regeneration: Holy water, good-aligned weapons, and blessed weapons deal lethal damage to a white abishai.

Vulnerable to Holy Water: White abishai take 2d4 points of damage from a flask of holy water, or 1 point of damage from a splash of holy water.

mournful, haunting drone that can be heard throughout the city.

These spires serve as lairs and homes for the numerous white abishai that serve Icerazer as scouts, messengers, and aerial guardians. Seven of these rookeries can be found around the city, each of which can house up to 15 abishai with ease. At any one time, 2d4+3 white abishai are present in a rookery.

Razerwings, White Abishai (2d4+3): hp 39; see page 184.

6. Axelord Barracks (EL varies)

This gigantic stone tower is made of various blocks of volcanic rock; the front doors are easily three times the size of normal doors. The top of the building seems to be open to the sky.

Each of these twin stone towers serves as a barracks for the frost giants that patrol the city streets and enforce its laws. Although each tower can accommodate 15 Axelords, usually no more than 2d6 of them are present in either building at a time. Two of these are always on guard duty atop the tower, watching for approaching enemy vessels and trouble in town. Each tower top is armed with a large pile of two dozen stones for throwing. The Axelords are led by a frost giant by the name of Koriadak. This powerful frost giant fighter can usually be found in his personal barracks below the barracks closest to the Blood Palace.

Koriadak, Male Frost Giant Fighter 5: CR 15; Large giant (cold); HD 14d8+98 plus 5d10+35; hp 223; Init +0; Spd 40 ft.; AC 26, touch 10, flat-footed 26; Base Atk +15; Grp +33; Atk +31 melee (3d6+25/19–20/×3, +2 *Huge thundering greataxe*) or +14 ranged (2d6+14, rock); Full Atk +31/+26/+21 melee (3d6+25/19–20/×3, +2 *Huge thundering greataxe*) or +14/+9/+4 ranged (2d6+14, rock); SA rock throwing; SQ immunity to cold, low-light vision, rock catching, vulnerability to fire; AL LE; SV Fort +20, Ref +5, Will +6; Str 38, Dex 10, Con 25, Int 10, Wis 12, Cha 13.

Skills and Feats: Climb +21, Intimidate +23, Jump +33; Cleave, Improved Bull Rush, Improved Critical (greataxe), Great Cleave, Power Attack, Quick Draw, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Languages: Common, Giant.

Rock Throwing (Ex): Range increment 120 ft.

Rock Catching (Ex): Koriadak can catch Small (DC 15), Medium (DC 20), or Large (DC 25) rocks or projectiles once per round by making a Reflex save.

Possessions: +2 *Huge thundering greataxe*, +2 *chain shirt*, *amulet of natural armor +1*, *ring of protection +1*, *belt of giant strength +4*, 9 throwing boulders, 2 *potions of cure serious wounds*, *potion of bear's endurance*, *potion of haste*, *potion of fly*.

d%	Encounter	Average EL
01–20	Koriadak and 1d4+1 frost giants	14
21–60	1d4+2 frost giants	13
61–100	1d3+1 frost giant tundra scouts	13

7. The Blood Palace (EL varies)

Perhaps the most distinctive building in the entire city, this mansion seems to be carved entirely out of frozen blood. The structure's architectural style seems to indicate it as some sort of public building, and the crowds on its front steps, along with the sign above the main entrance that reads "ALL VISITORS MUST REGISTER" would seem to support that theory.

The aptly named Blood Palace is indeed made of magically frozen blood. As the most frequently visited structure, it is also the building most often in need of repairs. Typically, criminals who are executed are drained of blood used to fix the palace, although citizens and even visitors can donate blood to the palace for quick cash (1d6 points of Constitution damage, 10 gp per point of Constitution damage).

All visitors must travel to this structure immediately upon arriving in Icerazer, even if they have been to the city a hundred times before, to register their visit, what their business in town is, where they'll be staying, and how long they'll be in town. Registration typically entails a wait of 1d4 hours, followed by a 1-hour session filling out forms and answering questions. In times of trouble, *detect good* spells are also part of the process, but for the most part the clerks employed here are competent enough that they can spot troublemakers.

A character going through the registration process need do nothing more than pay the 25 gp registration tax if he is honest about his reasons for visiting town and doesn't intend to cause trouble. A character can hide his true intentions with a successful Bluff check, opposed by the clerk's Sense Motive check. The clerks employed here are quite astute and have a total Sense Motive modifier of +15. If a clerk determines that someone is here to cause trouble, he or she politely asks the suspect to step into a small room on the side, where one of the barbed devils that works in the Blood Palace waits to interrogate him. This second interrogation is much more in depth, with the barbed devil using all its menace to scare the truth out of the character. Often, these interrogations turn into combats; bone devils working in the Blood Palace gleefully come to aid any of their brethren if such an event occurs.

Aside from a massive underground filing chamber, the Blood Palace contains the personal quarters for its two overlords. Each of these quarters contains a separate permanent *teleportation circle* leading to area 18 in Icerazer Palace.

The Blood Palace is managed by two of the Ninerazers, Kurnayata the elf frostmage (see page 60) and Tumakus the half-orc fighter/rogue. Despite their natural rivalry, they complement each other's skills quite nicely. If there seems to be some sort of problem on the registration floor (usually because a bone devil interrogation has gone sour), they waste no time coming to investigate and aid their minions.

Tumakus, Male Half-Orc Rogue 7/Fighter 7: CR 14; Medium humanoid (orc); HD 7d10+14 plus 7d6+14; hp 91; Init +0; Spd 30 ft.; AC 16, touch 10, flat-footed 16; Base Atk +12; Grp +19; Atk +16 melee (1d3+4, unarmed strike) or +17 melee (1d3+5 nonlethal plus 1d6 cold, +1 *elf bane frost whip*) or +13 ranged (1d8+4/×3, masterwork composite longbow); Full Atk +16/+11/+6 melee (1d3+4, unarmed strike) or +17/+12/+7 melee (1d3+5 nonlethal plus 1d6 cold, +1 *elf bane frost whip*) or +13/+8/+3 ranged (1d8+4/×3, masterwork composite longbow); SA sneak attack +4d6; SQ evasion, trapfinding,

trap sense +2, uncanny dodge; AL LE; SV Fort +10, Ref +8, Will +5; Str 18, Dex 10, Con 14, Int 13, Wis 14, Cha 6.

Skills and Feats: Balance +2, Bluff +8, Climb +21, Diplomacy +10, Disguise –2 (+0 acting), Forgery +11, Hide +10, Intimidate +7, Jump +23, Knowledge (local) +11, Move Silently +10, Tumble +10; Combat Expertise, Exotic Weapon Proficiency (whip), Improved Disarm, Improved Feint, Improved Grapple, Improved Trip, Improved Unarmed Strike, Lightning Reflexes, Stunning Fist.

Languages: Common, Orc.

Sneak Attack (Ex): Tumakus does 4d6 extra points of damage on any successful attack against flat-footed or flanked targets, or against a target that has been denied its Dexterity bonus for any reason. This damage applies to point-blank ranged attacks as well. Creatures with concealment, creatures without discernable anatomies, and creatures immune to critical hits are all immune to sneak attacks. Tumakus may choose to deliver nonlethal damage with his sneak attack, but only when using a weapon designed for that purpose, such as a sap (blackjack).

Evasion (Ex): If Tumakus is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

Trapfinding: Tumakus can find, disarm, or bypass traps with a DC of 20+. He can use the Search skill to find, and the Disable Device skill to disarm, magical traps (DC 25 + the level of the spell used to create it). If his Disable Device result exceeds the trap's DC by 10+, he discovers how to bypass the trap without triggering or disarming it.

Uncanny Dodge (Ex): Tumakus retains his Dexterity bonus to AC even when flat-footed or targeted by an unseen foe (he still loses his Dexterity bonus if paralyzed or otherwise immobile).

Possessions: *+1 elf bane frost whip*, masterwork composite longbow (+4 Strength), 20 arrows, *+1 cold resistance studded leather, +1 buckler, gauntlets of ogre power, cloak of resistance +1*, 2 *potions of cure moderate wounds, potion of fly.*

d%	Encounter	Average EL
01–15	Kurnayata (see page 60)	15
16–30	Tumakus	14
31–80	1d4+2 bone devils	13
81–100	1d3 barbed devils	13

8. Town Hall (EL 13)

This is a massive structure made of expertly worked stone; the façade of the building depicts a masterful cityscape no less disturbing for its subject matter than its shocking realism. The city depicted is huge indeed, built of black stone atop a massive ice floe. The streets are thronged with devilish creatures happily tormenting thousands of damned souls that seem to be partially frozen into the streets. At the center of the carving, directly above the huge icy double doors into the structure, looms a massive iceberg in the city's harbor, a brooding dark stain just barely visible in its core.

This cityscape is a depiction of the Stygian city of Tantlin, as a successful DC 25 Knowledge (the planes) check can attest. Beyond the ice doors is a huge 300-foot square audience chamber that can seat hundreds of people before a large stage, upon which sit nine icy thrones. Here is where the Ninerazers, led by Azediel, address the citizens of Icerazer; here is where they announce raids, where they make changes in allocations of food and slaves and entertainment, and where they hear the grievances of the people. The Ninerazers generally hold one town meeting every other month, but hold them more often in times of crisis or war.

Below the main structure lie the stores of Icerazer, hundreds of rooms carved into the depths of the iceberg used to house loot, booty, and offerings gained by raids or trade with pirates. The materials are slowly rationed out to the population of the city as needs arise; the Ninerazers take great pains to make sure that the citizens have everything they need but not everything they want.

The most dangerous denizen of the town hall (when no town meeting is in progress, of course) is Grimsickle, a uldra rogue who keeps watch over the town stores and one of the Ninerazers. His personal quarters lie at the deepest point in the under-ice chambers, a full 900 feet below, and are guarded with numerous insidious traps. A *teleportation circle* to area 18 in Icerazer Palace can be found in Grimsickle's private sanctum.

Grimsickle, Male Uldra Rogue 13: CR 13; Small fey; HD 13d6+26; hp 71; Init +9; Spd 20 ft.; AC 22, touch 18, flat-footed 22; Base Atk +9; Grp +4; Atk +10 melee (1d3–1/19–20 plus 1 cold, masterwork dagger) or +16 ranged (1d4+1/×3, *+1 axiomatic shortbow*); Full Atk +10/+5 melee (1d3–1/19–20 plus 1 cold, masterwork dagger) or +14/+14/+9 ranged (1d4+1/×3, *+1 axiomatic shortbow*); SA frosty touch, sneak attack +7d6, spell-like abilities; SQ darkvision 120 ft., improved evasion, improved uncanny dodge, low-light vision, nature scholar, resistance to cold 5, slippery mind, trapfinding, trap sense +4, uncanny dodge; AL LE; SV Fort +6, Ref +13, Will +6; Str 8, Dex 20, Con 15, Int 14, Wis 14, Cha 8.

Skills and Feats: Balance +7, Craft (trapmaking) +18, Disable Device +18, Hide +35, Jump –5, Knowledge (local) +18, Listen +18, Move Silently +21, Open Lock +21, Search +18, Spot +18, Tumble +21; Improved Critical (shortbow), Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot.

Frosty Touch (Su): As a free action, Grimsickle can make his hands supernaturally frosty, so that melee weapons he wields (and his unarmed attacks) deal an extra 1 point of cold damage.

Sneak Attack (Ex): Grimsickle does 7d6 extra points of damage on any successful attack against flat-footed or flanked targets, or against a target that has been denied its Dexterity bonus for any reason. This damage applies to point-blank ranged attacks as well. Creatures with concealment, creatures without discernable anatomies, and creatures immune to critical hits are all immune to sneak attacks. Grimsickle may choose to deliver nonlethal damage with his sneak attack, but only when using a weapon designed for that purpose, such as a sap (blackjack).

Spell-Like Abilities: 3/day—*ray of frost* (+14 ranged touch); 1/day—*speak with animals*, *touch of fatigue* (+7 melee touch; DC 12).

Improved Evasion (Ex): If Grimsickle is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw and half damage if the saving throw fails.

Improved Uncanny Dodge (Ex): Cannot be flanked and can only be sneak attacked by a character who has at least 17 levels of rogue.

Slippery Mind (Ex): Grimsickle has a second chance to wriggle free from any enchantment spells and effects. Even if he has failed his initial Will save, he can roll the save again (same DC) the next round; he must abide by the results of the second save.

Trapfinding: Grimsickle can find, disarm, or bypass traps with a DC of 20+. He can use the Search skill to find, and the Disable Device skill to disarm, magical traps (DC 25 + the level of the spell used to create it). If his Disable Device result exceeds the trap's DC by 10+, he discovers how to bypass the trap without triggering or disarming it.

Uncanny Dodge (Ex): Grimsickle retains his Dexterity bonus to AC even when flat-footed or targeted by an unseen foe (he still loses his Dexterity bonus if paralyzed or otherwise immobile).

Possessions: *+1 axiomatic shortbow*, 20 arrows, masterwork dagger, *+2 improved shadow leather armor*, *ring of protection +2*, *gloves of dexterity +2*.

d%	Encounter	Average EL
01–25	Grimsickle	13
26–70	12-headed cryohydra	13
71–90	CR 10 trap (select from Chapter 1)	10
91–100	CR 9 trap (select from Chapter 1)	9

9. Icerazer Palace

This is the single largest structure on the iceberg, a massive palace of dark stone surrounded by a circular curtain wall made of blue ice and five towers. Dozens of stony gargoyles adorn the eaves of the many roofs. At its center rises a huge dome of ice, a shadowy form lurking deep within it.

This is Icerazer Palace, the seat of power in Icerazer, as well as the portal to its greatest secrets. The palace is detailed further in the next section.

10. Icerazer Boneyard (EL 12)

The bleak and unforgiving spires and crags of the iceberg flatten somewhat here, creating a sheltered valley overlooking the sea. Numerous mounds of ice and stone lie stacked throughout the area, marking the graves of dozens, if not hundreds of men and women whose bodies one can just barely make out through the semitransparent ice. A large mound of stones, three times the size of the others, lies against the cliff face at the far end of the valley.

This graveyard is where the Ninerazers send their greatest warriors and allies when they perish; only the most respected and powerful champions of Icerazer are allowed to be buried here. Most of the dead are simply stripped and thrown into the sea.

The largest mound of stones marks the burial site of the boneyard's most dangerous inhabitant. It also conceals a cave entrance into the side of the iceberg. A successful DC 25 Search check notes the entrance behind the rocks; noticing it is automatic if the rocks are moved aside (such as when Uzradin rises from his undead rest). This cave entrance leads into a tunnel that winds for thousands of feet down into the depths of the iceberg, eventually to area 38 under Icerazer Palace.

One of the Ninerazers, a powerful winterspawn named Uzradin, guards this bleak area. Once a powerful frost folk warlord, he served Icerazer for many years as one of the Ninerazers before he was laid low during an attack on the city by a pair of gold dragons who had come to rescue their daughter from Icerazer Palace. Uzradin was buried here, but such was his rage at death that he returned that night to Icerazer Palace, beyond death and now undead, to pledge his services again to Azediel. Since then, she has trusted him with the guardianship of the honored dead of Icerazer. Uzradin visits the city only during town meetings, and he remains silent during them. Nonetheless, all in the city know his presence, and they rarely (if ever) speak aloud of the terrible undead.

Uzradin spends much of his time here under the massive cairn at the end of the valley, waiting for his services to be called upon. This sheltered valley may seem like an ideal place for characters to sneak into the city, but in truth Uzradin remains ever vigilant. If he senses intruders, he calls upon the dead bodies buried here to rise and attack as icegaunts.

Uzradin, Advanced Winterspawn: CR 12; Medium undead; HD 24d12; hp 156; Init +9; Spd 20 ft.; AC 25, touch 15, flat-footed 20; Base Atk +12; Grp +21; Atk +23 melee (1d8+11 plus 1d6 cold/19–20, *+2 keen icy burst longsword*) or +21 melee (1d6+13, slam) or +19 ranged (1d6+11 plus 1d6 cold, *+2 returning icy burst javelin*); Full Atk +23/+18/+13 melee (1d8+11 plus 1d6 cold/19–20, *+2 keen icy burst longsword*) or +21 melee (1d6+13, slam) or +19 ranged (1d6+11 plus 1d6 cold, *+2 returning icy burst javelin*); SA *fire shield*, frost glance; SQ command undead 5/day (+2, 2d6+22, 20th), ice arms, undead traits; AL LE; SV Fort +7, Ref +12, Will +16; Str 28, Dex 20, Con —, Int 12, Wis 15, Cha 14.

Skills and Feats: Craft (iceworking) +28, Hide +32, Intimidate +29, Listen +29, Spot +29; Cleave, Combat Reflexes, Dodge, Craft Magical Arms and Armor, Improved Initiative, Improved Sunder, Mobility, Power Attack, Spring Attack.

Fire Shield (Sp): At will, Uzradin can create a *fire shield* on himself (caster level 20th, cold flames only). He takes only half damage from fire-based attacks (or no damage if makes a Reflex save against a fire effect that allows such a save). Creatures striking Uzradin with a natural or handheld weapon take 1d6+15 points of cold damage. Creatures wielding weapons with exceptional reach aren't subject to this damage.

Frost Glance (Su): As a free action once per round, Uzradin can blast a single foe within 60 feet for 3d6 points of cold damage (Fortitude save DC 24 half).

Command Undead (Ex): Five times per day, Uzradin can rebuke or command other undead as 20th-level cleric.

As long as its minions are within 120 feet, a winterspawn need not speak to command its minions.

Ice Arms (Ex): Uzradin's weapons, a *+2 keen icy burst longsword* and a *+2 returning icy burst javelin*, are made of magical ice and dissipate into vapor 24 hours after Uzradin's destruction (Fortitude DC 20 negates). Uzradin's *+3 scale mail* is made of similar magical ice and also dissipates unless it makes its Fortitude save.

Undead Traits: Uzradin is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. He is not subject to extra damage from critical hits, nonlethal damage, ability damage to his physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. He cannot be *raised*, and *resurrection* works only if Uzradin is willing. He has darkvision out to 60 feet.

11. Anoxiel's Lair (EL 15)

This wide valley, nestled between three tall spires of jagged ice, ends at a huge cave entrance that leads into the depths of the iceberg. The valley itself, however, is more disturbing than it initially appears, for what at first seems to be nothing more than drifts of snow are actually the stacked bones of hundreds of whales.

This valley and the nearby cavern is the lair of yet another of Icerazer's leaders. The skeletal whales are nothing more than the remains of this mighty creature's past dinners.

The cavern itself measures about 50 feet wide and about 200 feet deep; at its deepest point, it narrows to a 15-foot wide tunnel that eventually leads to area 35 under Icerazer Palace.

While most of Icerazer's citizens know that an immensely powerful white dragon lives somewhere on the iceberg, only a few suspect that this dragon is also one of the Ninerazers of the city. Anoxiel is the second-oldest Ninerazer, behind only the immortal Azediel in age and power. Anoxiel spends much of her time in flight above the polar seas, searching for more whales to eat or hapless ships to plunder, but some of her time is spent sleeping in this cave.

Anoxiel's hoard is hidden deep in the iceberg's depths (in area 36); the only item of interest in the cave is a *teleportation circle* near the back. This circle leads to area 18 of Icerazer Palace.

Anoxiel, Old Female White Dragon: CR 15; Huge dragon (cold); HD 24d12+168; hp 344; Init +4; Spd 60 ft., burrow 30 ft., swim 60 ft., fly 200 ft. (poor); AC 31, touch 8, flat-footed 31; Base Atk +24; Grp +41; Atk +31 melee (4d6+9/19–20, bite); Full Atk +31 melee (4d6+9/19–20, bite) and +29 melee (2d6+4, 2 claws) and +29 melee (1d8+4, 2 wings) and +29 melee (2d6+13, tail slap); Space/Reach 15 ft./10 ft. (15 ft. with bite); SA breath weapon, crush, *freezing fog*, frightful presence, spell-like abilities, spells; SQ blindsense 60 ft., damage reduction 10/magic, darkvision 120 ft., ice-walking, immunity to cold, magic sleep effects, and paralysis, low-light vision, spell resistance 21, vulnerability to fire; AL CE; SV Fort +21, Ref +14, Will +15; Str 29, Dex 10, Con 25, Int 12, Wis 13, Cha 12.

Skills and Feats: Concentration +22, Diplomacy +30, Intimidate +29, Knowledge (arcana) +28, Listen +28, Sense Motive +28, Search +28, Spot +28; Cleave, Flyby Attack, Hover, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Multiattack, Power Attack, Wingover.

Languages: Common, Draconic.

Breath Weapon (Su): 50 ft. cone, 8d6 cold, Reflex DC 29 half.

Crush (Ex): Area 15 ft. by 15 ft.; Small or smaller opponents take 2d8+13 points of bludgeoning damage and must succeed on a DC 29 Reflex save or be pinned.

Freezing Fog (Sp): 3/day; as *solid fog* cast by an 8th-level caster except that slippery ice forms in the cloud, creating a *grease* effect (DC 23 Reflex save to avoid falling).

Frightful Presence (Ex): 240-ft. radius, HD 23 or fewer, Will DC 23 negates.

Spell-Like Abilities: 3/day—*gust of wind* (DC 13); 1/day—*fog cloud*. Caster level 8th.

Spells: As 5th-level sorcerer.

Sorcerer Spells Known (6/7/4 per day): 0—*arcane mark*, *dancing lights*, *detect magic*, *mage hand*, *read magic*, *resistance*; 1st—*mage armor*, *magic missile*, *ray of enfeeblement* (+24 ranged touch), *shield*; 2nd—*mirror image*, *resist energy*.

Possessions: *Ring of protection +3*, *ring of fire resistance* (*major*), *amulet of health +4*.

ICERAZER PALACE (EL 15)

This is the seat of power in the city of Icerazer, and if anyone aims to crush the devilish city's plans and stop its raids, eventually this structure must be explored and conquered. Detailed maps of Icerazer Palace are provided, but the room descriptions are for the most part fairly brief, allowing you to customize the contents of the chambers and guardians of the palace to suit the needs of your campaign. Suggested guardians and traps are noted in the text, but you should feel free to adjust them as you see fit; as presented, Icerazer Palace should provide a challenge for very high-level characters.

The descriptions that follow depict the palace when it is not on full alert; if the alarm is raised, Azediel's first action is to call the other Ninerazers to aid in the palace's defense. She uses her *wand of sending* to do so, and since all the Ninerazers have relatively quick methods of arriving at the castle (mostly by *teleportation circles* in their lairs), it shouldn't take long for the palace to become heavily defended indeed. As the Ninerazers arrive, each joins the frost giant guards in tracking down and eliminating any intruders.

Icerazer Palace is made primarily of stone that has been magically reinforced over the years to make it exceptionally strong. The walls are quite smooth and coated with ice. The doors are made of blue ice, since iron doors become too brittle in the intense cold. The entire place is bitterly cold, moreso than anywhere else in the city. The temperature hovers around a constant –80° F, filling the entire place with unearthly cold; the appropriate lethal damage and effects on untended objects apply throughout the palace. Ceiling

The Blood Palace

Illus. by Dana Knutson

height in most rooms averages at 15 feet, and pale blue *continual flames* illuminate most chambers.

Exterior Magically Treated Superior Masonry Walls: 3 ft. thick; hardness 16; hp 540 per 10-ft. section; break DC 75; Climb DC 25.

Interior Magically Treated Superior Masonry Walls: 1 ft. thick; hardness 16; hp 180 per 10-ft. section; break DC 55; Climb DC 25.

Blue Ice Curtain Wall: 3 ft. thick; hardness 10; hp 720 per 10-ft. section; break DC 90; Climb DC 30.

Blue Ice Doors: 3 in. thick; hardness 10; hp 60; break DC 28.

1. Entry Tower

Four sets of blue ice doors provide access to this room, two sets being enormous in size. Although Icerazer Palace is the seat of Azediel's power in the city, she nevertheless prefers to keep the larger pair of doors open, almost as if to invite visitors in. When she makes sacrifices to Levistus, all four doors are open, allowing visitors access to the Ribs of Levistus (area 3) so they can view the proceedings.

This chamber is not without its wards, however. Azediel has created a dangerous magical trap in this chamber that senses the presence of nonevil intruders. Three rounds after a nonevil being enters this room, the trap activates (as long as no evil beings are in the room; the presence of one evil character in the room is enough to keep the trap from activating). If activated, the two large doors immediately slam shut and lock with *arcane locks* (caster level 20th), while the two smaller doors swing open to release the frost worms in the adjoining chambers.

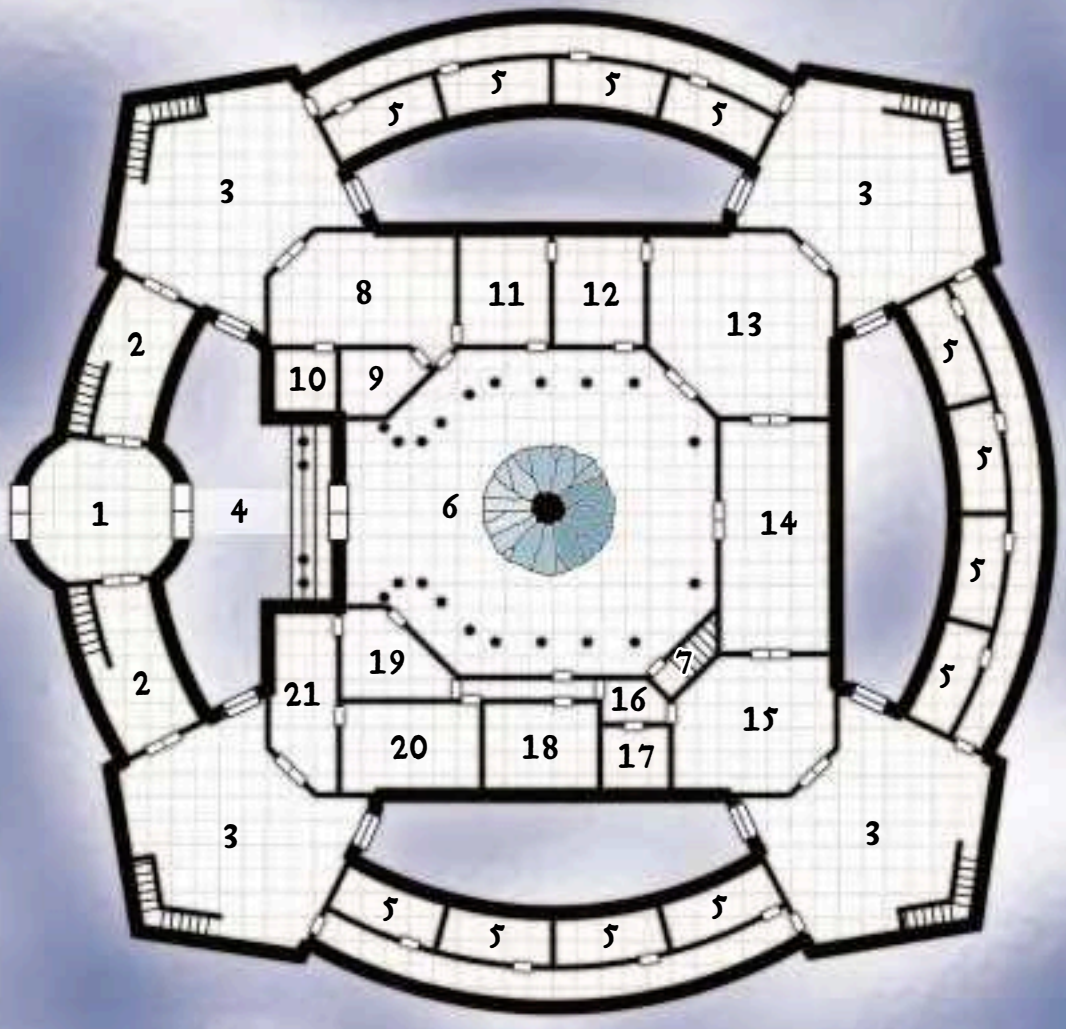
2. Frost Worm Guardians (EL 14)

The inside of the curtain wall that surrounds the palace is hollow, and in the case of these two areas, defended by frost worms. Each of these locations houses two of the creatures, who are smart enough to avoid attacking anyone that might be a citizen or ally of the city. Generally, they attack only to defend themselves or to slay anyone who triggers the trap in area 1, although they are naturally suspicious of anyone that seems to be uncomfortable in the numbing cold of the palace. Azediel views these four frost worms almost as pets, and often brings them prisoners, slaves, and other still-living victims for food.

Frost Worms (2 per room): hp 147 each; see *Monster Manual*, page 111.

Icerazer Palace

Ground Floor



window

One Square Equals 5 feet

3. The Ribs of Levistus (EL 13)

The four rib-shaped towers that surround the palace each serve as barracks for its guards. Each of these rooms contains sleeping quarters for 14 frost giants, although typically only seven are found in each tower at a time: four frost giants keeping watch from the upper floors (EL 13) and a frost giant mauler and two frost giants (EL 13) on the ground floor. Each upper platform also contains a massive horn made from wooly mammoth tusks; a giant can sound these horns to raise the alarm throughout the palace.

During sacrifices, streams of civilians hoping to witness the event pile through these chambers and up the stairs and onto the observation balconies in the palace proper. Those visitors who are susceptible to the biting cold in the palace bundle up in some of the furs kept in large bins near the stairs.

Frost Giants: hp 133 each; see *Monster Manual*, page 122.

Frost Giant Mauler: hp 193 each; see page 134.

4. Courtyards

These four open courtyards that surround the palace are not subject to the numbing cold that infuses the rest of the place. The ground in these courtyards is clear of debris and places to hide, allowing the frost giant guards on the curtain wall above an excellent chance to notice anyone sneaking around.

5. Guest Rooms

Guests of Icerazer Palace are frequent enough that Azediel converted the majority of the curtain wall's interior into several suites of guest rooms. Each of these chambers contains a bed, a writing desk and chair, and several soft cushions. Although the floor and walls are made of blue ice, these chambers are not subject to the supernatural cold of the rest of the palace; only the natural cold of the environment exists here.

Assume that there's a 30% chance for any one of these guest rooms to be inhabited at any time; guests of the palace are always unique creatures with at least a few class levels (often prestige class levels), visiting from other frostfell locations or from Stygia itself. Common visitors include high-level humanoids, devils (especially ice devils), barghests, githzerai, yugoloths, frost giants, and similarly powerful creatures.

6. Heart of Levistus

The majority of the Icerazer Palace is dominated by this large chamber. The ceiling of this huge room vaults high overhead in a dome and is crowned with a scale reproduction of the iceberg tomb of Levistus on Stygia, complete with shadowy blot at the iceberg's center. The crown of this dome (and the base of the iceberg tomb icon) sits a full 75 feet above the floor. Large sloped balconies (area 22) surround the central chamber at a height of 20 feet, allowing patrons there an excellent view of this chamber.

The chamber itself is dominated by a vast smoking pit in the icy floor. This ragged shaft measures about 30 feet in diameter, and plunges straight down nearly 2,500 feet into the heart of the massive iceberg, opening through the roof of a vast cavern (area 31) directly over a vortex (area 32) to the tomb of Levistus in Stygia. Creatures falling into this pit are likely doomed; although they take no falling damage from plunging into the vortex far below, they may soon wish for as quick and clean a death.

Azediel performs sacrifices in this chamber as often as she can capture living good-aligned fire creatures, which isn't often enough for her tastes. As a result, when she does perform a sacrifice, large numbers of morbid citizens of the city flock to the balconies above to watch as she performs the hour-long ritual before the bound and drugged victim is hurled (usually by several frost giants, in the case of dragon sacrifices) into the pit. Each such sacrifice is followed by a tremendous blast of cold and energy that erupts from this pit to strike the iceberg above; when this explosion occurs, any creatures in this area take 8d6 points of cold damage (Reflex save DC 20 for half); creatures in the balconies above take 3d6 points of cold damage (Reflex save DC 20 for half).

7. Stairs to the Inmost Vault

The door to this flight of stairs is locked with a magical lock keyed to Azediel; she can open the door with ease by touching it. Despite the absence of a physical lock to pick, the door can still be bypassed with force or magic; additionally, a character could activate the lock with a successful DC 40 Use Magic Device check.

Beyond, a seemingly endless flight of stairs carved into the ice descends in a lazy spiral deep into the depths of the iceberg. These stairs descend for roughly 2,500 feet into area 26.

8. Torture Chamber

Justice in Icerazer is swift; if a criminal is caught and the brief trial that follows finds him guilty, he is summarily executed (usually by throwing him naked to the Razerwing abishai). Nevertheless, once in a great while a prisoner or intruder of special import falls into the clutches of the Axelords and comes to Azediel's attention. In these cases, she usually imprisons the catch in the prison in Icerazer Palace (area 10). If Glorkakus (the palace torturer) is unable to get any information out of the prisoner using the numerous wicked devices in this chamber (most of which involve cold damage in one agonizing way or another), the ruined remains are fed, still feebly alive, to the beasts in areas 11 or 12.

9. Torturer's Quarters (EL 11)

Icerazer Palace's torturer is a particularly cruel creature named Glorkakus, a marzanna rogue. Exiled from the outer planes for crimes even she's forgotten, Glorkakus enjoys her post here in Icerazer Palace; certainly the most comfortable and rewarding job she's landed in the past several centuries. Her skills with torture are remarkable, but the truly devastating aspect of her technique arises when she has a chaotic or evil victim and continues to torture them in their dreams using her dream-haunting ability. When not torturing victims, she relaxes in this chamber. Among her treasures is a *wand of ice shape* that she uses to lock prisoners into the prison, as well as to shape the icy torture implements while they are in use to further draw pain from her victims.

Glorkakus, Female Marzanna Rogue 8: CR 11; Medium monstrous humanoid (cold); HD 8d8+32 plus

8d6+32; hp 128; Init +2; Spd 30 ft., swim 30 ft.; AC 27, touch 14, flat-footed 25; Base Atk +14; Grp +21; Atk +23 melee (1d8+7, claw); Full Atk +23 melee (1d8+7, 2 claws); SA dreadful eye, rend 2d6+10, sneak attack +4d6, spell-like abilities; SQ darkvision 90 ft., evasion, immunity to cold, spell resistance 15, trapfinding, trap sense +2, uncanny dodge, vulnerability to fire; AL NE; SV Fort +10, Ref +14, Will +10; Str 24, Dex 14, Con 19, Int 14, Wis 10, Cha 15.

Skills and Feats: Balance +12, Climb +15, Concentration +15, Hide +16, Knowledge (local) +15, Listen +21, Spot +21, Tumble +10; Alertness, Blind-Fight, Great Fortitude, Improved Natural Attack (claw), Iron Will, Power Attack.

Languages: Common, Infernal, Giant.

Dreadful Eye (Su): Three times per day, Glorkakus can direct her glance toward a single creature within 30 feet. The target is panicked for 10 rounds (Will DC 16 negates). Panicked creatures must then attempt a DC 16 Fortitude save, dying from fright if they fail it.

Sneak Attack (Ex): Glorkakus does 4d6 extra points of damage on any successful attack against flat-footed or flanked targets, or against a target that has been denied its Dexterity bonus for any reason. This damage applies to point-blank ranged attacks as well. Creatures with concealment, creatures without discernable anatomies, and creatures immune to critical hits are all immune to sneak attacks. Glorkakus may choose to deliver nonlethal damage with her sneak attack, but only when using a weapon designed for that purpose, such as a sap (blackjack).

Spell-Like Abilities: At will—*dancing lights, ghost sound* (DC 12), *obscuring snow*, pass without trace, ray of frost* (+16 ranged touch); 3/day—*alter self, bestow curse* (+21 melee touch; DC 16), *numbing sphere** (DC 14), *wall of ice* (DC 16); 1/day—*ice storm*; 1/week—*control weather, nightmare* (DC 17). Caster level 8th.

Evasion (Ex): If Glorkakus is exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage with a successful saving throw.

Trapfinding: Glorkakus can find, disarm, or bypass traps with a DC of 20+. She can use the Search skill to find, and the Disable Device skill to disarm, magical traps (DC 25 + the level of the spell used to create it). If her Disable Device result exceeds the trap's DC by 10+, she discovers how to bypass the trap without triggering or disarming it.

Uncanny Dodge (Ex): Glorkakus retains her Dexterity bonus to AC even when flat-footed or targeted by an unseen foe (she still loses her Dexterity bonus if paralyzed or otherwise immobile).

Possessions: *Amulet of mighty fists +2, bracers of armor +4, ring of protection +2, wand of ice shape* (18 charges).

10. Prison

The door to this room is little more than a massive slab of ice wedged into an archway. Aside from hacking through it, the only way to get through it is via magic. Glorkakus uses her *wand of ice shape* to open and close the door, leaving just enough space near the top for air to get in (or not, if she wants to slowly suffocate her prisoner).

The chamber itself is nearly completely empty, with frozen mounds of filth in the corners from past victims. A single bed-shaped block of ice sits against one wall; particularly rowdy prisoners are partially frozen in this block of ice using the *wand of ice shape*. Prisoners who aren't resistant or immune to cold are generally given a few furs to ward off the worst of the cold, but few other concessions are made.

If an important NPC (or a PC, for that matter) has been captured by Azediel, chances are that he or she ends up in here.

11. Kennel

The frost worms in area 2 aren't Azediel's only pets; she keeps several other creatures around as guardians or entertainment throughout the palace. Those that she deems too dangerous or unpredictable she keeps in this room and the adjoining room (area 12). Usually, such dangerous pets are disposed of within a few months.

12. Kennel

This kennel is currently empty; alternately, you can place your favorite type of cold-themed beast in here, the latest in a long line of pets gone sour and awaiting destruction.

13. Prison of the Damned (EL variable)

A particularly gruesome device, resembling nothing more than a gargantuan mousetrap made of blue ice and steel and even adamantine in places, dominates this large room. This device is in fact a minor artifact created for Azediel by a number of talented qorrash genie sorcerers she managed to force into labor with her magic. The device, called a *Flamecatcher*, is used to restrain and sedate fire creatures bound in its chains.

The *Flamecatcher* exudes a powerful *sympathy* aura that affects all creatures with the fire subtype; any fire creature within 60 feet of the device must make a DC 25 Will save to avoid trying to touch the device. Any fire creature that contacts the *Flamecatcher* must make a DC 25 Will save each round or lose all its supernatural and spellcasting abilities for as long as it remains in contact with the trap, plus an additional 1d4 hours after contact ceases. In addition, the creature's Strength and Dexterity scores are reduced to 3 while this condition persists. The device is fairly massive, measuring nearly 30 feet long and weighing more than 20 tons. As such, Azediel can't bring it to capture her victims; she must bring them to it. Usually, she does so by subterfuge; she'll trick a fire creature into this room by stealing something it values or kidnapping a child or ally. She then convinces the creature that the sought-after object or ally is in this room. Usually, that is enough to render the victim helpless. Once a creature is caught, Azediel leaves it chained to the device until she's ready to sacrifice it to Levistus.

If one of the PCs has the fire subtype and is susceptible to the *Flamecatcher*, award experience as if it were a CR 10 trap.

14. Preparation Chamber

Although the actual sacrifice of good-aligned fire creatures takes only a few minutes, Azediel and the other Ninerazers take pains to make sure each show is pleasing to the public,

Icerazer Palace

Upper Floor

statue

One Square Equals 5 feet

for in truth, the upwelling of frenzied fanaticism for Levistus by the masses is just as important a component to the sacrifice as is the fire creature itself. The Ninerazers use this large room to prepare for these sacrifices.

15. Library

This large chamber is nearly clogged with icy bookshelves; the books on these shelves are numerous but quite focused on two subjects: the history of Stygia and the power of cold magic. A character using this library to make a Knowledge (arcana) or Knowledge (the planes) check related to either of these two themes gains a +6 circumstance bonus on the check.

16. Irius' Office

This comfortable-looking (despite the horribly freezing temperature) room serves as a study for Irius, a frost folk sorcerer and ally of Azediel. Of all the Ninerazers, Irius is perhaps the least interested in Levistus; her main interest lies in perfecting her magical abilities with cold and ice so she can some day rule her own iceberg city the way that Azediel does. Irius can sometimes be found in this room, speaking with an important guest on the nature of cold magic or entertaining the notions of one of the other Ninerazers maneuvering for political power.

17. Irius' Chambers (EL 15)

Irius retreats to this smallish room when she wants to be alone; she could have commanded a much larger suite of rooms, but she prefers the smaller confines of this chamber since it is much easier to defend and protect from unwanted intrusion. Irius has made the following spells permanent in this room using the *permanency* spell: *alarm*, *dancing lights*, and *Mordenkainen's private sanctum*; she also keeps a *dimensional lock* spell running on the room, and the door is warded with an *arcane lock* and a *symbol of stunning*. The other Ninerazers know of these protective wards and wouldn't dare test them.

Irius, Female Frost Folk Sorcerer 13: CR 15; Medium monstrous humanoid (cold); HD 4d8+8 plus 13d4+26; hp 80; Init +3; Spd 30 ft.; AC 16, touch 14, flat-footed 13; Base Atk +10; Grp +11; Atk +12 melee (1d4+1/19–20, masterwork dagger) or +14 ranged (1d8+1/19–20, *+1 light crossbow*); Full Atk +12/+7 melee (1d4+1/19–20, masterwork dagger) or +14 ranged (1d8+1/19–20, *+1 light crossbow*); SA ice blast, spells; SQ darkvision 60 ft., frost folk traits, immunity to cold, snowsight, summon familiar, vulnerability to fire; AL LE; SV Fort +7, Ref +11, Will +13; Str 12, Dex 16, Con 15, Int 10, Wis 12, Cha 22.

Skills and Feats: Bluff +19, Concentration +15, Diplomacy +8, Hide +3 (+11 in snow or icy terrain), Listen +10, Move Silently +6, Spot +10; Cold Focus, Combat Casting, Empower Spell, Frozen Magic, Piercing Cold, Snowcasting.

Ice Blast (Su): Irius can produce a 20-foot cone of icy mist from her left eye, dealing 2d6 points of cold damage (Reflex DC 14 half). Once Irius uses her ice blast, she must wait 1d4 rounds before using it again.

Contingency Effect: If Irius is brought below 20 hit points, a *dimension door* spell activates on her.

Permanent Spell Effects: *Arcane sight*, *see invisibility*, *tongues*.

Snowsight (Ex): Irius can see through falling snow, as the *snowsight* spell.

Sorcerer Spells Known (6/8/8/7/7/7/5 per day; caster level 13th): 0—*arcane mark*, *dancing lights*, *ghost sound* (DC 16), *mage hand*, *mending*, *ray of frost* (+13 ranged touch), *read magic*, *resistance*, *touch of fatigue* (+11 melee touch; DC 16); 1st—*identify*, *mage armor*, *shield*, *shivering touch** (+11 melee touch), *unseen servant*; 2nd—*arcane lock*, *cat's grace*, *heat leech** (DC 19), *ice darts**, *mirror image*; 3rd—*dispel magic*, *gaseous form*, *shivering touch**, *thin air** (DC 20); 4th—*dimension door*, *greater invisibility*, *wall of ice* (DC 21), *wall of coldfire**; 5th—*cone of cold*, *permanency*, *teleport*; 6th—*entomb** (DC 23), *Otiluke's freezing sphere*.

*New spell described in Chapter 5.

Possessions: *+1 light crossbow*, 20 adamantine bolts, masterwork cold iron dagger, *cloak of charisma +6*, *ring of protection +1*, *wand of displacement* (27 charges), scroll of *wall of force*, scroll of *break enchantment*, scroll of *stoneskin*, 3 *potions of cure moderate wounds*.

18. Teleportation Chamber

This empty room contains a number of permanent *teleportation circles* on the floor that lead to the personal quarters of various other members of the Ninerazers. Since anyone wandering into one of the circles is instantly transported to its destination, most of the Ninerazers take pains to station personal guards or traps on the receiving end to discourage the use of this chamber to invade their homes.

19. Banquet Hall

Icerazer Palace has no servants (guests and inhabitants are expected to fend for themselves when it comes to food and entertainment), yet this does not mean that Azediel never entertains guests. On the rare occasions she finds herself needing to entertain numerous guests at once, she typically does so in this large room, calling upon the aid of Narlael to cast *heroes' feast* (or *create food and water* for less honored guests) as necessary.

20. Storeroom

This large room is used to store all sorts of miscellaneous materials, ranging from spell components to food. Any of the guests or permanent residents of the palace are allowed to take what they need from this room, as long as they either replace what they take within a week, or leave an appropriately sized monetary donation in the moneybox. This box is locked (Open Lock DC 30), and Azediel has the key, but the box never contains more than 200 gp.

21. War Room

Before Azediel launches an attack on a coastal city, she takes care to plan out her attacks in this chamber. She generally holds several meetings here with the other Ninerazers, along with any scouts or spies in her employ. The room is dominated by a large circular table made of ice; a creature that places its palms upon the icy surface of the table can shape the ice (as if using an *ice shape* spell) to make highly detailed images and sculptures. Azediel uses this to help plan out her attacks after she maps out the region she is set to strike.

22. Observation Balconies

These four areas have gently sloping floors and rows of icy benches, allowing those seated excellent views of the Heart of Levistus (area 6) below. During sacrifices, each of these areas is filled with worshipers, but at other times they remain fairly empty.

23. Guard posts

The upper floors of the Ribs of Levistus serve as a combination armory and guard post. Each chamber is well stocked with large blocks of ice for the frost giant guards to hurl at enemies from their vantage point on the curtain walls, along with other giant-sized weapons and suits of armor.

24. Curtain Wall (EL 13)

At any one time, two to four frost giant tundra scouts stand watch or patrol atop this curtain wall. As it is open to the elements, it remains constant with the surrounding temperature and is not subject to the sub-freezing temperatures in the palace itself. The giants on guard atop the wall use handily stacked blocks of jagged ice as hurled missiles against any enemies they spot approaching the palace or sneaking about in the courtyards below.

Frost Giant Tundra Scouts (1d3+1): hp 161; see page 135.

25. Mordecai's Chamber (EL 10)

The commander of the frost giant guards in the palace is a grizzled old frost giant spiritspeaker named Mordecai. This large room serves as his personal barracks and as a watch post. The walls are lined with trophies from his younger days spent on the glacier hunting remorhazes, wooly mammoths, and tlalusks.

Mordecai, Male Frost Giant Spiritspeaker: hp 122; see page 135.

THE INMOST VAULT CAVERNS

Although technically still a part of the Icerazer Palace, the stone pillar of the Inmost Vault and the surrounding caverns are separated from the palace by a distance of about half a mile. Located in the heart of the glacier and far below the surface of the surrounding sea, these caverns are the source of the supernatural cold that fills the palace, and as a result they retain the same level of cold here.

The Inmost Vault itself is a massive spike of blue ice thrust through the heart of the iceberg that connects with the foundation of the Icerazer Palace. At the point where the rimefire eidolon once made its home, this blue ice pillar passes through the icy cavern from roof to floor, forming a solid column of blue ice. This made a perfect site for Azediel's personal quarters, so she used magic to hollow out a section of the pillar and connected it via a tremendously long and icy staircase leading up to the palace.

26. Foyer to the Inmost Vault (EL 13)

This room controls the only access into the Inmost Vault, and Azediel was sure to defend it. With the aid of Irius, she placed a *symbol of stunning* and a *symbol of insanity* in this room that trigger the instant a nonworshiper of Levistus enters the foyer. Further adding to the chambers defenses are a pair of 18-HD ice golems created by Narlael. The golems are quick to attack any intruders who succumb to the effects of the symbols.

Ice Golems (2): hp 96 each; see page 137.

27. The Inmost Vault (EL 13)

This grand chamber is Azediel's personal shrine to Levistus. While the Cathedral of Levistus in the city of Icerazer remains the true center of worship in town, Azediel built this hidden shrine as both proof of her own devotion to Levistus and to give herself a personal place to worship. A statue of Levistus dominates the chamber; unlike most other depictions of him, it resembles the statue overlooking the Gash in that it depicts him as he appeared before he was imprisoned by Asmodeus. The statue itself is, in fact, a stone golem with the ability to produce an *entomb* spell (Fortitude negates DC 17) rather than a *slow* spell as a free action once every 2 rounds.

The altar itself is the focus of an *unhallow* spell (caster level 10th) cast by Azediel that carries with it a *bane* spell that affects all nonworshipers of Levistus within 40 feet. If the palace isn't on alert status, there's an 80% chance that Azediel can be found here or in a nearby room.

Stone Golem: hp 107; see *Monster Manual*, page 137.

28. Research Laboratory

Although she doesn't have much time any more, Azediel once took great pride in crafting new magic items, particularly musical instruments. She had this laboratory created to aid her in this endeavor, but she hasn't used it in several years now that she's begun to raid surrounding cities and focus more on the true task at hand (the freeing of Levistus).

29. Azediel's Chambers

This fairly large room is well appointed and immaculately clean; Azediel sleeps and takes her meals in this room. Three *unseen servants*, made permanent with powerful magic and help from Irius, tend to her every need while she stays here.

30. Hall of History

Azediel has transformed this entry hall leading to the Inmost Vault into a grisly trophy hall; relics harvested from every good-aligned fire creature she's sacrificed are mounted on the walls here, each one of them accompanied by a lengthy bit of history detailing that creature's life leading up to its sacrifice. Azediel plans on using these trophies to build simulacra of all the creatures she's sacrificed so she can present them to Levistus as an army once he is freed, but the logistics and vast resources necessary to pull off such a feat have so far overwhelmed her and she has done little to set this morbid plan into motion.

31. The Heart of Icerazer

Once upon a time, this vast chamber served as the home of the rimefire eidolon that called this glacier home. Azediel's

appearance put an end to that bit of history, and with the eidolon's murder and the creation of the soul vortex (area 32), the iceberg's latent energies have fought back the only way it can, by slowly forming large spires of ice in the cave in a hopeless attempt to seal the vortex away for good. If left alone, these spires would eventually grow numerous enough to do just that, but Azediel keeps them from ever reaching such a dense configuration with the aid of the half-dragon remorhazes to the south. Still, the sight of these numerous spires of ice growing just rapidly enough for the motion to be visible is unnerving.

32. Soul Vortex to Stygia

This roughly circular pit in the iceberg consists of a slowly churning whirlpool of razor-sharp ice fragments, constantly torn apart and reformed from the surrounding ice. Directly above the vortex is a vertical shaft leading up to the Heart of Levistus (area 6), covering a distance of about 2,500 feet.

Any creature foolish enough to touch the churning ice of this unholy portal leading to Stygia's heart must make a DC 25 Fortitude save or be instantly frozen to the spot, transformed into an ice statue of its true self. An ice statue that falls into the vortex (or a character who turns into one after falling in) is quickly ripped asunder by the ice shards; once this terrible fate occurs, only a *miracle, true resurrection,* or *wish* can restore the victim to life. If the victim were a good-aligned creature with the fire subtype, even this magic will not avail, for the creature's soul has been claimed by Levistus himself for use in eventually melting his icy tomb. Each time such a creature succumbs to the vortex, a supernatural blast of cold fills the entire chamber, dealing 20d6 points of cold damage (Reflex save DC 25 half) to anyone in either this area or area 31; creatures in the Inmost Vault are safe as long as the doors leading into area 31 are closed.

The destruction of this vortex could be the focus of a high-level adventure; you should tailor the methods of destroying the vortex to fit your campaign, but they should definitely not be something that can happen accidentally or with ease. Preferably, the PCs must first recover an object of artifact-level power from a different site to use to destroy the vortex. If the soul vortex is destroyed, it explodes as detailed above one final time, after which the ground resolidifies into normal ice. At this time, the temperature in the Icerazer Palace above rises to match the normal ambient temperature. More importantly, Azediel and any of the surviving Ninerazers travel to the area as quickly as possible to see what has become of the vortex and to extract vengeance upon anyone they find here.

33. Remorhaz Breeding Ground (EL 13)

This large cavern is a massive breeding ground for a number of half-dragon remorhazes that have long since dwelt in this cavern. Anoxiel knows of these half-dragon creatures and finds them amusing and often comes here to play with them, but she herself is not related to them by blood. Azediel generally lets the beasts cavort and play as they will, but every once in a while she cajoles them into destroying the slowly growing spires of ice in area 31.

Four full-grown half-dragon remorhazes reside here, all of them half-white dragons. In addition, dozens of newly hatched young and large eggs lie scattered about the room; these half-white dragon remorhazes breed true among their own kind, and if introduced to the mainland could cause a fair amount of devastation as they spread and quickly establish a foothold. As it is, the remorhazes have created a rather confusing maze of tunnels throughout the iceberg; these tunnels cover thousands of feet, and change daily as new ones are dug and old ones collapse.

Half-White Dragon Remorhazes (4): CR 9; Huge dragon; HD 7d12+42; hp 87; Init +1; Spd 30 ft., burrow 20 ft., fly 60 ft. (average); AC 24, touch 9, flat-footed 23; Base Atk +7; Grp +27; Atk +17 melee (2d8+12, bite); Full Atk +17 melee (2d8+12, bite) and +12 melee (1d8+6, 2 claws); Space/Reach 15 ft./10 ft.; SA breath weapon, improved grab, swallow whole; SQ darkvision 60 ft., heat, immune to magical sleep and paralysis effects, immunity to cold, low-light vision, tremorsense 60 ft.; AL N; SV Fort +11, Ref +6, Will +3; Str 34, Dex 13, Con 23, Int 7, Wis 12, Cha 12.

Skills and Feats: Balance +8, Jump +14, Listen +11, Spot +11, Tumble +6; Awesome Blow, Improved Bull Rush, Power Attack.

Breath Weapon (Su): 30 ft. cone, 6d8 cold, Reflex DC 19 half.

Improved Grab (Ex): To use this ability, the remorhaz must hit a large or smaller creature with its bite. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the following round.

Swallow Whole (Ex): When a remorhaz begins its turn with a grappled opponent in its mouth, it can swallow the foe with a successful grapple check. Swallowed foes take 2d8+12 points of bludgeoning damage plus 8d6 points of fire damage per round. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). The remorhaz's interior can hold two Large or four Medium creatures; double the capacity for each smaller category.

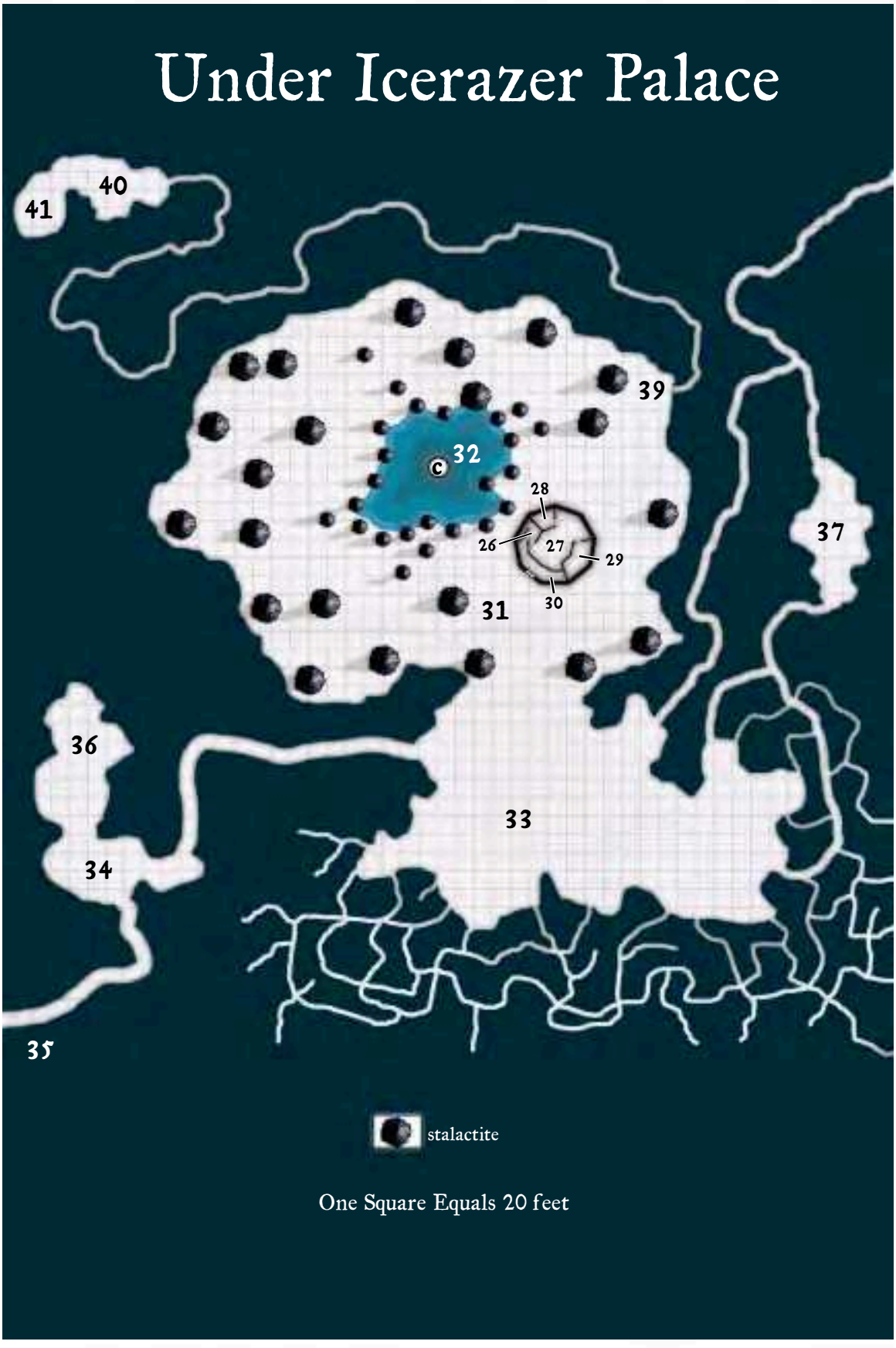
Heat (Ex): Anything touching the body of a remorhaz takes 8d6 points of fire damage, including creatures striking with natural or unarmed attacks, but not creatures striking with melee weapons. A weapon that strikes a remorhaz must succeed at a DC 18 Fortitude save or be destroyed.

34. Anoxiel's Lair

Anoxiel, the white dragon Ninerazer, uses this cavern as a retreat of sorts from the surface world, often to sleep off a particularly satisfying meal. When she does, she moves a huge block of ice in front of both exits to insure her privacy.

35. Anoxiel's Exit

This long passageway winds up through the ice for several hundred yards, emerging finally at area 11 on the Icerazer map.


Under Icerazer Palace
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One Square Equals 20 feet

36. Anoxiel's Hoard

Anoxiel keeps her hoard of treasure piled against the far wall of this cavern. Like most dragons, she knows every tiny bit of it by heart, and spares nothing in her attempts to get back anything that is stolen. You should tailor the contents of this hoard to fit your campaign; it and the Icerazer treasury (area 41) are the two largest stashes of coins, gems, and magic items on the iceberg. As a starting point, four 16th-level treasures are appropriate for Anoxiel's hoard.

37. Hall of the Entombed (EL 14)

Previous members of the Ninerazers, and lesser minions who have served Azediel well, are buried here, placed in blocks of ice to be viewed by the current Ninerazers as a reminder of their fate should they fail in their duties. The proximity of the Soul Vortex has further infused these bodies with unholy power, and some of them are now full-fledged entombed. They have little interest in continuing their goals from life, viewing this chamber as their home. All they remember from life is their devotion to Levistus, and they attack any non-Levistus-worshiping characters that stumble into this chamber, pursuing them throughout the iceberg if necessary to punish their intrusion.

Entombed (4): hp 104 each; see page 128.

38. Exit to the Boneyard

This long passageway winds up through the ice for several hundred yards, emerging finally at area 10 on the Icerazer map.

39. Secret Entrance (EL 10)

Azediel once kept the treasury of the city in Icerazer Palace, but after one of the earliest Ninerazers stole a fair amount from it, Azediel moved the treasury into a remote cavern nearby. (The only member of the Ninerazers not buried in area 37, the foolish traitor's body was diced and scattered instead to the half-dragon remorhazes as punishment.) The only physical route to this cavern is via a long, steep tunnel that can be accessed by this secret door.

The secret door is cleverly hidden, found only by a successful DC 40 Search check. Like the door to the stairs above in area 7, this door has a magical lock keyed to Azediel; she can open the door with ease by touching it. The door can still be bypassed with force or magic even though no physical lock is present; additionally, a character could activate the lock with a successful DC 40 Use Magic Device check. In addition, the door is trapped with a *greater glyph of warding* (caster level 17th) placed by a previous Ninerazer and until now never discharged. If it is discharged, the glyph casts a *slay living* spell (Fortitude save DC 22) on the target.

The long, winding tunnel beyond is fairly steep, requiring a successful DC 17 Balance check every round of movement to avoid slipping and falling. If a character slips and falls, he slides for 2d10×10 feet down the tunnel, taking 1d6 points of bludgeoning damage for every 20 feet so traveled. At the end of the distance, the character may make a new DC 17 Balance check to stop his slide, otherwise he slides another 2d10×10 feet. Eventually, he'll end up in area 40, battered and prone and easy meat for the beast that lurks there.

40. Treasury Guardian (EL 18)

Azediel's greatest and most favorite pet lurks in this room, a massive and terribly dangerous monster known as a chilblain. The creature recognizes and trusts only Azediel, attacking anyone else foolish enough to enter this chamber.

Chilblain: hp 230; see page 114.

41. Icerazer Treasury

The collected plunder of a dozen cities lies neatly organized and stacked in this cavern. Azediel never got around to trapping any of the containers in here (although she definitely will do so if she thinks that a group of PCs might be able to reach it); until now, the chilblain has been more than enough to protect the loot.

You should tailor the treasure found here to fit your campaign and PCs; lawful characters should try to at least return the majority of the stolen loot to its rightful owners (a task made easier by the detailed records Azediel keeps in a chest nearby that lists where everything came from), and good characters might be expected to donate some of it. This room represents the primary monetary reward for defeating Azediel and her devil-worshiping allies, and as such it shouldn't be something forgettable. As a starting point, six 17th-level treasures are appropriate for the Icerazer treasury, based on the challenges the PCs have overcome to get to this point.

FROSTFELL ADVENTURE IDEAS

1. Destroy an artifact of fire.
2. Hunt down an ice creature for its poison.
3. Stop an Ice Age initiated by a cabal of frost mages and ice druids.
4. Rescue a princess captured by a white dragon.
5. Close a portal to the Elemental Planes.
6. Infiltrate the planar ice fortress of Thrym, Lord of the Frost Giants.
7. Seek out a rare spell component found only on the tallest mountain in the world.
8. Acquire a frostfell familiar.
9. Acquire coldfire for use in spellcasting.
10. Discover information known only by a silver dragon.
11. Recharge a magic item of electrical nature in an aurora polaris.
12. Recharge a magic item of cold nature in a river of coldfire.
13. Prevent a barbarian from freeing Levistus from his ice prison in Stygia.
14. Research an arcane frostfell spell.
15. Free a tropical city from the icy dominion of a frostfell deity.
16. Infiltrate a dungeon altered into a frostfell environment.
17. Destroy a frost-giant raiding party.
18. Find a frostfell artifact.
19. Unexplained storms of rustsnow devastate an area.
20. Ice pirates interrupt trade between two frostfell cities.

Appendix: Encounter Tables

USING THE TABLES FOR A SPECIFIC CAMPAIGN

While these tables are meant to be portable to a wide range of campaigns, you may wish to use them as a starting point for a particular flavor of fantasy. For instance, an Asian mountains campaign should include more yak folk, white tigers, and yuki-on-na, and probably Asian dragons rather than western ones. Otherwise familiar monsters might be given a more Oriental spin: White dragons might be three-clawed and wingless reptiles with reptilian manes and beards. Frost giants might resemble blue-skinned oni more than humans. The monsters have the same statistics, but are wrapped in a guise more appropriate to the setting. Likewise, some icy campaigns will focus on the prehistoric era. More mammoths, saber-tooth tigers, and cave folk are likely.

These tables provide guidelines for encounters in every terrain and for every encounter level, but they are not absolutes. Use them and bend them to suit your needs, and never be afraid to reroll an inappropriate encounter.

A roll of 100 on any table indicates that you should roll again using the next higher EL table for both the result of the d% roll and for the number of creatures encountered.

EL 17+ AND EPIC ENCOUNTERS

Encounters at this level should rarely be random. However, the lists for each terrain type are provided to generate ideas for play at an epic level. Choose creatures from the EL 17+ tables that match your party and ongoing storylines, and flesh them out in advance to avoid throwing powerful, highly specific creatures at your party without the build-up they need.

SUBSTITUTIONS

This book assumes that you have the *Monster Manual*. If you roll a creature from *Monster Manual II* (indicated by a superscript M2), the *Fiend Folio* (indicated by a superscript FF), or *Monster Manual III* (indicated by a superscript M3), use the substitution from this book (indicated by an asterisk) or the *Monster Manual* as shown in Table A–1: Monster Manual Substitutions.

Table A–1: Monster Manual Substitutions

Creature Rolled	CR	Substitution	CR
Aquatic ooze, bloodbloater[FF]	1	Shark, Medium	1
Aquatic ooze, flotsam[FF]	2	Shark, Large	2
Asperi[M2]	4	Pegasus	3
Banshee[M2]	17	Mind flayer sorcerer	17
Bhut[FF]	9	Bodak	8
Blood hawk[FF]	1/2	Hawk	1/3
Boggle[M2]	3	Derro	3
Catoblepas[M2]	6	Gauth	6
Chraal[M3]	6	Belker	6
Crimson death[M2]	11	Wraith, dread	11
Darktentacles[M2]	7	Aboleth	7
Darkweaver[FF]	10	Slaad, gray	10
Death dog[FF]	2	Worg	2
Deathbringer[M2]	17	Marilith (demon)	17
Dire elk[M2]	7	Chimera	7
Dire hawk[M2]	2	Giant eagle	3
Dire horse[M2]	4	Dire boar	4
Dire rhinoceros[FF]	9	Woolly mammoth*	9
Disenchanter[FF]	17	Golem, greater stone	16
Dragon, crystal[M2]	varies	Dragon, white	varies
Effigy[M2]	17	Nightwalker (nightshade)	16
Elemental weird[M2]	12	Elemental, elder	11
Ethereal ooze[FF]	10	Slaad, gray	11
Ethergaunt, black[FF]	17	Marilith (demon)	17
Ethergaunt, red[FF]	9	Night hag	9
Ethergaunt, white[FF]	13	Gelugon (devil)	13
Felldrake, crested[M2]	1	Krenshar	1
Felldrake, horned[M2]	3	Lycanthrope, werewolf	3
Fensir rakka[FF]	8	Slaad, blue	8
Fensir[FF]	5	Troll	5
Feytouched[FF]	1/2	Elf, wild	1/2
Firbolg[M2]	12	Giant, cloud	11
Fomorian[M2]	11	Giant, cloud	11
Fossergrim[FF]	5	Dryad	3
Frost salamander[M2]	7	Bulette	7
Giant, bog[FF]	6	Ogre mage	6
Giant, forest[M2]	11	Giant, stone	11
Gravecrawler[M2]	16	Nightwalker	16
Grizzly mastodon[M2]	13	Giant, storm	13
Huecuva[FF]	7	Spectre	7
Immoth[M2]	9	Giant, frost	9
Indricothere[FF]	9	Woolly mammoth*	9
Jahi[M2]	16	Nightwalker	16
Kaorti[FF]	1	Githyanki	1
Keeper[FF]	7	Golem, flesh	7
Kelp angler[FF]	9	Dire shark	9
Kelpie[FF]	10	Dire shark	9
Leechwalker[M2]	10	Devourer	11
Legendary bear[M2]	9	Frost giant	9
Legendary eagle[M2]	6	Invisible stalker	7
Legendary horse[M2]	8	Gorgon	8
Legendary shark[M2]	10	Dire shark	9
Legendary tiger[M2]	10	Hill giant dire weretiger	11
Legendary wolf[M2]	7	Winter wolf	5
Megalodon[M2]	11	Dire shark	9
Megatherium[FF]	8	Woolly mammoth*	9
Mongrelfolk[FF]	1/3	Goblin	1/2
Moonbeast[M2]	16	Mummy lord	15
Mooncalf[M2]	10	Bebilith (demon)	10
Moonrat[M2]	1/4	Dire rat	1/3
Morkoth[M2]	5	Troll, scrag	5
Needlefolk[M2]	2	Satyr	2
Nethersight mastiff[M2]	8	Hell hound, Nessian warhound	9
Nightmare beast[M2]	15	Basilisk, greater Abyssal	15
Nimblewright[M2]	7	Formian taskmaster	7

Creature Rolled	CR	Substitution	CR
Oread[FF]	7	Nymph	7
Rejkar[M3]	5	Air elemental, Large	5
Rogue eidolon[M2]	9	Golem, clay	10
Sea drake[FF]	15	Kraken	12
Senmurv[FF]	5	Lycanthrope, werebear	5
Shadar-kai[FF]	1	Githyanki	1
Shedu[FF]	10	Guardinal (avoral)	10
Skulk[FF]	2	Lycanthrope, wererat	2
Snowflake ooze[M3]	5	Ochre jelly (ooze)	5
Spawn of Kyuss[M2]	5	Mummy	5
Spell weaver[M2]	10	Slaad, gray	10
Spellgaunt[M2]	12	Displacer beast, pack lord	12
Spirit of the air[FF]	11	Roc	9
Spriggan[FF]	3	Centaur	3
Swamplight lynx[M2]	7	Hellcat (devil)	7
Swordwraith[FF]	7	Invisible stalker	7
Tempest[M2]	16	Planetar (angel)	15
Terror bird[FF]	4	Giant owl	3
Ulgurstasta[FF]	11	Wraith, dread	11
Vine horror[FF]	4	Barghest	4
Wendigo[FF]	6	Belker	6
Yak folk[M2]	4	Griffon	4

FOREST ENCOUNTERS

The degree of undergrowth will determine roughly how close together two groups are during a forest encounter. In a forest with thick undergrowth, the encounter will be from 10 to 40 feet apart. Listen checks will determine which party hears the other first and has time to seek cover or prepare an ambush. A party taking mounts or pack animals through thick undergrowth grants their opponents a +5 bonus to their Listen check under these conditions. Thick undergrowth may involve a lot of fallen tree trunks as well as scrub growth, saplings, and so on; these fallen trunks and branches reduce movement by 5 feet per round and can create walkable surfaces up to 10 feet above the forest floor.

In a forest with little or no undergrowth, the encounter distance typically varies from 70 to 120 feet. Line of sight is more important than sound under these conditions.

On a forest road or path, the encounter distance can vary from 30 to 300 feet (depending on curves and sight distance).

Cold Forests, EL 1–4

EL 1	EL 2	EL 3	EL 4			Number			
d%	d%	d%	d%	Creature	CR	EL 1	EL 2	EL 3	EL 4
01–05	—	—	—	Rat	1/8	8	—	—	—
06–08	01–04	—	—	Raven	1/6	6	11	—	—
09–13	05	—	—	Moonrat[M2]	1/4	4	8	—	—
14–20	06–08	01–03	—	Kobold	1/4	4	8	11	—
21–24	—	—	—	Owl	1/4	4	—	—	—
25–29	09–11	04–05	01	Dire rat	1/3	3	6	8	11
30	12	06	02	Skeleton, human	1/3	3	6	8	11
31	13	07	03	Zombie, wolf	1/3	3	6	8	11
32–34	14–15	08–09	04–05	Zombie, kobold	1/2	2	4	6	8
35–42	16–21	10–14	06–09	Goblin, snow*	1/2	2	4	6	8
43–48	22–25	15–16	10–11	Feytouched[FF]	1/2	2	4	6	8
49–55	26–29	17–18	12–13	Neanderthal*	1/2	2	4	6	8
56–63	30–35	19–23	14–18	Orc	1/2	2	4	6	8
64–68	36–39	24–27	19–21	Snow spider, Small*	1/2	2	4	6	8
69–70	40–43	28–31	22–25	Uldra*	1/2	2	4	6	8
71	44	32	26	Domovoi*	1	1	2	3	4
72	45–46	33–34	27	Felldrake, crested[M2]	1	1	2	3	4
73–75	47	35	28	Ghoul	1	1	2	3	4
76	48	36	29	Roll on Outsider Table I (page 220)	Varies	—	—	—	—
77	49	37	30	Skeleton, wolf	1	1	2	3	4
78–81	50–56	38–42	31–34	Snow spider, Medium*	1	1	2	3	4
82–84	57–61	43–49	35–39	Wolf	1	1	2	3	4
85	62	50	40	Zombie, troglodyte	1	1	2	3	4
86–87	63–67	51–53	41–44	Branta*	2	1	1	2	2
88	68–69	54–55	—	Dire hawk[M2]	2	1	1	2	—
89–90	70–71	56–57	45–46	Skeleton, owlbear	2	1	1	2	2
91–92	72	58	—	Skulk[FF]	2	1	1	2	—
93–94	73–74	—	—	Swarm, rat[FF]	2	1	1	—	—
95–96	75–79	59–64	47–51	Worg	2	1	1	2	2
97–98	80–82	65–69	52–53	Needlefolk[M2]	2	1	1	2	2
99	83	70–71	—	Wolverine	2	1	1	2	—
—	84	72	54	Allip	3	—	1	1	1
—	85	73	55–56	Felldrake, horned[M2]	3	—	1	1	1
—	86	74	57	Ghast	3	—	1	1	1
—	87	75–76	58–59	Ice toad*	3	—	1	1	1

EL 1 d%	EL 2 d%	EL 3 d%	EL 4 d%	Creature	CR	Number EL 1	EL 2	EL 3	EL 4
—	89	77	61	Shadow	3	—	1	1	1
—	90–91	78	62	Snowflake lichen (see page 16)*	3	—	1	1	1
—	92–93	79–80	63–64	Snow spider, Large*	3	—	1	1	1
—	94	81	65	Wight	3	—	1	1	1
—	95	82	66	Zombie, ogre	3	—	1	1	1
—	96–97	83–86	67–68	Dire wolf	3	—	1	1	1
—	98	87–88	69	Giant owl	3	—	1	1	1
—	99	89	70–73	Spriggan[FF]	3	—	1	1	1
—	—	90–91	74–76	Gargoyle	4	—	—	1	1
—	—	92–94	77–79	Bear, brown	4	—	—	1	1
—	—	95	80–81	Dire boar	4	—	—	1	1
—	—	96	82	Dire wolverine	4	—	—	1	1
—	—	97	83–84	Megaloceros (dire animal)*	4	—	—	1	1
—	—	98	85–86	Owlbear	4	—	—	1	1
—	—	99	87	Yuki-on-na*	4	—	—	1	1
—	—	—	88	Smilodon (dire animal)*	5	—	—	—	1
—	—	—	89–90	Bear, arctic*	5	—	—	—	1
—	—	—	91–92	Dwarf, Midgard*	5	—	—	—	1
—	—	—	93	Fensir[FF]	5	—	—	—	1
—	—	—	94	Fossergrim[FF]	5	—	—	—	1
—	—	—	95	Lycanthrope, werebear	5	—	—	—	1
—	—	—	96	Senmurv[FF]	5	—	—	—	1
—	—	—	97–98	Winter wolf	5	—	—	—	1
—	—	—	99	Wraith	5	—	—	—	1
100	100	100	100	Roll on Cold Forests, EL 5–8 table					

Cold Forests, EL 5–8

EL 5 d%	EL 6 d%	EL 7 d%	EL 8 d%	Creature	CR	Number EL 5	EL 6	EL 7	EL 8
01–05	01–02	—	—	Orc	1/2	8	11	—	—
06	03	01	—	Ghoul	1	4	6	8	—
07–12	04–05	02–03	—	Wolf	1	4	6	8	—
13–16	06–09	04–05	01–02	Branta*	2	3	4	6	8
17–19	10–11	06	03	Needlefolk[M2]	2	3	4	6	8
20–25	12–16	07–10	04–07	Worg	2	3	4	6	8
26	17	11	08–09	Ghast	3	2	3	4	6
27–32	18–22	12–14	10–12	Snow spider, Large*	3	2	3	4	6
33–37	23–27	15–18	13–17	Spriggan[FF]	3	2	3	4	6
38	28	19	18	Wight	3	2	3	4	6
39–47	29–33	20–22	19–20	Bear, brown	4	1	2	3	4
48–53	34–37	23–25	21–22	Dire boar	4	1	2	3	4
54–56	38	—	—	Dire wolverine	4	1	2	—	—
57–63	39–42	26–27	23	Megaloceros (dire animal)*	4	1	2	3	4
64–67	43–45	28–30	24	Owlbear	4	1	2	3	4
68	46	31	—	Tiger	4	1	2	3	—
69–70	47	32	25–26	Dwarf, Midgard*	5	1	1	1	1
				+ dire wolf	3	1	1	2	4
71–75	48–50	33–35	27–28	Bear, arctic*	5	1	1	2	3
76–79	51–53	36	29–30	Dwarf, Midgard*	5	1	1	2	3
80–83	54–57	37	31	Smilodon (dire animal)*	5	1	1	2	3
84	58	38	32	Fossergrim[FF]	5	1	1	2	3
85–86	59–61	39–40	33–34	Roll on Outsider Table II (page 221)	Varies	—	—	—	—
87	62	41	35	Spawn of Kyuss[M2]	5	1	1	2	3
88–89	63–70	42–43	36–37	Winter wolf	5	1	1	2	3
90	71	44	38	Wraith	5	1	1	2	3
91–92	72–73	45–46	39	Lycanthrope, werebear	5	1	1	2	3
93	74	47	—	Senmurv[FF]	5	1	1	2	—
94	75	48	40	Belker	6	1	1	1	2
95	76	49	—	Genie, qorrashi*	6	1	1	1	—
96	77–81	50–53	41–45	Giant, bog[FF]	6	1	1	1	2
97	82	54	46	Marzanna*	6	1	1	1	2
98	83–84	55–59	47–50	Nymph	6	1	1	1	2
99	85–87	60–63	51–55	Wendigo[FF]	6	1	1	1	2
—	88	64	56–58	Chimera	7	—	1	1	1

EL 5 d%	EL 6 d%	EL 7 d%	EL 8 d%	Creature	CR	Number EL 5	EL 6	EL 7	EL 8
—	89	65–69	59–60	Dire elk[M2]	7	—	1	1	1
—	90–91	70–76	61–65	Frost salamander[M2]	7	—	1	1	1
—	92–93	77–83	66–69	Keeper[FF]	7	—	1	1	1
—	94–95	84–85	70–71	Legendary wolf[M2]	7	—	1	1	1
—	96	86	72	Nimblewright[M2]	7	—	1	1	1
—	97	87	73	Spectre	7	—	1	1	1
—	98	88	74	Swordwraith[FF]	7	—	1	1	1
—	99	89–90	75–77	Dire bear	7	—	1	1	1
—	—	91–92	78–80	Behir	8	—	—	1	1
—	—	93	81	Bodak	8	—	—	1	1
—	—	94	82–83	Fensir rakka[FF]	8	—	—	1	1
—	—	95	84–85	Megatherium[FF]	8	—	—	1	1
—	—	96	86	Mohrg	8	—	—	1	1
—	—	97–98	87–88	Dire tiger	8	—	—	1	1
—	—	99	89–90	Treant	8	—	—	1	1
—	—	—	91	Bhut[FF]	9	—	—	—	1
—	—	—	92	Golem, ice*	9	—	—	—	1
—	—	—	93	Immoth[M2]	9	—	—	—	1
—	—	—	94	Indricothere[FF]	9	—	—	—	1
—	—	—	95–96	Legendary bear[M2]	9	—	—	—	1
—	—	—	97	Night hag	9	—	—	—	1
—	—	—	98	Rogue eidolon[M2]	9	—	—	—	1
—	—	—	99	Woolly mammoth (dire animal)*	9	—	—	—	1
100	100	100	100	Roll on Cold Forests, EL 9–12 table					

Cold Forests, EL 9–12

EL 9 d%	EL 10 d%	EL 11 d%	EL 12 d%	Creature	CR	Number EL 9	EL 10	EL 11	EL 12
01–03	—	—	—	Branta	2	11	—	—	—
04–05	—	—	—	Needlefolk[M2]	2	11	—	—	—
06–08	—	—	—	Worg	2	11	—	—	—
09	01	—	—	Ghast	3	8	11	—	—
10–15	02–05	—	—	Snow spider, Large*	3	8	11	—	—
16–17	06–07	—	—	Wight	3	8	11	—	—
18–22	08–11	01–08	—	Megaloceros (dire animal)*	4	6	8	11	—
23–24	12–13	09–11	01–09	Bear, arctic*	5	4	6	8	11
25–29	14–16	12–14	10–14	Dwarf, Midgard*	5	4	6	8	11
30–34	17–20	15–18	—	Fensir[FF]	5	4	6	8	—
35–40	21–25	19–23	15–19	Winter wolf	5	4	6	8	11
41–45	26–30	24–28	20–25	Giant, bog[FF]	6	3	4	6	8
46–50	31–34	29–32	26–30	Dire elk[MM2]	7	2	3	4	6
51–53	35–37	—	—	Dire bear	7	2	3	—	—
54–56	38–40	33–34	—	Behir	8	1	2	3	—
57–58	41–43	—	—	Fensir rakka[FF]	8	1	2	—	—
59–63	44–49	35–39	31–35	Megatherium[FF]	8	1	2	3	4
64	50	40	—	Dire tiger	8	1	2	3	—
65–69	51–55	41–45	36–40	Treant	8	1	2	3	4
70	56	46	41	Bhut[FF]	9	1	1	2	3
71	57	47	42	Golem, ice*	9	1	1	2	3
72–74	58–60	48–49	43	Immoth[M2]	9	1	1	2	3
75–83	61–69	50–56	44–50	Indricothere[FF]	9	1	1	2	3
84–85	70–71	57	51	Legendary bear[M2]	9	1	1	2	3
86	72–73	58	—	Night hag	9	1	1	2	—
87–91	77–82	59–64	52–57	Woolly mammoth (dire animal)*	9	1	1	2	3
92	83–84	65–70	58–61	Roll on Outsider Table III (page 223)	Varies	—	—	—	—
93	85	71–79	—	Darkweaver[FF]	10	1	1	1	—
94	86	80	—	Entombed*	10	1	1	1	—
95–96	87–89	81–83	—	Ethereal ooze[FF]	10	1	1	1	—
97	90	84	—	Kelpie[FF]	10	1	1	1	—
98	91	85	62–64	Legendary tiger[M2]	10	1	1	1	2
99	92	86	—	Spell weaver[M2]	10	1	1	1	—
—	93	87	65	Devourer	11	—	1	1	1
—	94	88	66–67	Hydra, ten-headed cryo-	11	—	1	1	1
—	95	89	68–69	Spirit of the air[FF]	11	—	1	1	1

EL 9 d%	EL 10 d%	EL 11 d%	EL 12 d%	Creature	CR	Number EL 9	EL 10	EL 11	EL 12
—	96	90	70	Ulgurstasta[FF]	11	—	1	1	1
—	97	91	71	Wraith, dread	11	—	1	1	1
—	98–99	92–93	72–76	Giant, forest[M2]	11	—	1	1	1
—	—	94	77	Elemental weird[M2]	12	—	—	1	1
—	—	95–99	78–92	Firbolg[M2]	12	—	—	1	1
—	—	—	93–95	Ethergaunt, white[FF]	13	—	—	—	1
—	—	—	96–99	Grizzly mastodon[M2]	13	—	—	—	1
100	100	100	100	Roll on Cold Forests, EL 13–16 table					

Cold Forests, EL 13–16

EL 13 d%	EL 14 d%	EL 15 d%	EL 16 d%	Creature	CR	Number EL 13	EL 14	EL 15	EL 16
01–10	—	—	—	Ettin	6	11	—	—	—
11–16	—	—	—	Giant, bog[FF]	6	11	—	—	—
17–21	01–10	01–10	—	Marzanna (covey)*	6	3	3	3	—
				+ giant, frost	9	4	5	6	—
22–25	11–17	11–20	—	Dire elk[M2]	7	8	11	—	—
26–30	18–24	11–16	—	Megatherium[FF]	8	6	8	11	—
31–35	25–35	17–22	—	Treant	8	6	8	11	—
36–40	36–40	23–29	01–08	Woolly mammoth (dire animal)*	9	4	6	8	11
41–44	41–43	30–38	09–17	Indricothere[FF]	9	4	6	8	11
45	44	—	—	Devourer	11	2	3	—	—
46–53	45–55	39–46	18–27	Giant, forest[M2]	11	2	3	4	6
54	56	—	—	Wraith, dread	11	2	3	—	—
55–58	—	—	—	Hydra, ten-headed cryo-	11	2	—	—	—
59–60	57–60	—	—	Spirit of the air[FF]	11	2	3	—	—
61	61	47–50	—	Elemental weird[M2]	12	1	2	3	—
62–69	62–70	51–60	28–38	Firbolg[FF]	12	1	2	3	4
70–79	71–81	61–70	39–45	Firbolg[FF]	12	1	1	1	1
				+ frost worm	12	—	1	2	4
80–82	82–83	71–74	46–56	Ethergaunt, white[FF]	13	1	1	2	3
83–89	84–86	75–83	57–64	Grizzly mastodon[M2]	13	1	1	2	3
90–98	87–97	84–94	65–79	Roll on Outsider Table IV (page 224)	Varies	—	—	—	—
99	98	95	80–83	Nightwing (nightshade)	14	1	1	1	2
—	99	96	84–88	Nightmare beast[M2]	15	—	1	1	1
—	—	97	89–91	Moonbeast[M2]	16	—	—	1	1
—	—	98	92–93	Nightwalker (nightshade)	16	—	—	1	1
—	—	99	94	Tempest[M2]	16	—	—	1	1
—	—	—	95	Banshee[M2]	17	—	—	—	1
—	—	—	96	Deathbringer[M2]	17	—	—	—	1
—	—	—	97	Disenchanter[FF]	17	—	—	—	1
—	—	—	98	Effigy[M2]	17	—	—	—	1
—	—	—	99	Ethergaunt, black[FF]	17	—	—	—	1
100	100	100	100	Choose from Cold Forests, EL 17+ list					

Cold Forests, EL 17+

Creature	CR
Banshee[M2]	17
Deathbringer[M2]	17
Deathbringer[M2] + dread wraith	17 11
Disenchanter[FF]	17
Effigy[M2]	17
Ethergaunt, black[FF]	17
Giant, shadow[FF]	18
Hullathoin[FF]	18
Hullathoin[FF] + vampire spawn	18 6
Nightcrawler (nightshade)	18
Century worm[FF]	19
Corpse gatherer[M2]	19
Famine spirit[M2]	19
Ragewind[M2]	19

HILLS ENCOUNTERS

Two factors determine hills encounter details in addition to encounter distance: the degree of slope between the PCs and the monsters, and whether one group is on the high ground or both are roughly level. Determine these randomly.

Cold Hills, EL 1 to 4

EL 1 d%	EL 2 d%	EL 3 d%	EL 4 d%	Creature	CR	Number EL 1	EL 2	EL 3	EL 4
01–10	—	—	—	Raven	1/8	8	—	—	—
11–15	—	—	—	Rat	1/8	8	—	—	—
16–20	—	—	—	Owl	1/4	4	—	—	—
21–25	01–02	—	—	Moonrat[M2]	1/4	4	8	—	—
26–30	03–04	—	—	Hawk (animal)	1/3	3	6	—	—
31–32	05–08	01–02	—	Mongrelfolk[FF]	1/3	3	6	8	—
33–35	09–11	03–05	—	Dire rat	1/3	3	6	8	—
36–38	12–13	06–07	01	Blood hawk[FF]	1/2	2	4	6	8
39–40	14–17	08–12	02	Goblin, snow*	1/2	2	4	6	8
41–44	18	—	—	Feytouched[FF]	1/2	2	4	—	—
45–49	19–22	13–16	03–04	Neanderthal*	1/2	2	4	6	8
50–51	23–27	17–21	05–08	Orc	1/2	2	4	6	8
52–55	28–31	22–25	09–10	Snow spider, Small*	1/2	2	4	6	8
56–60	32–33	26–27	11	Zombie, human	1/2	2	4	6	8
61–62	34	28	—	Domovoi*	1	1	2	3	—
63–64	35–37	29–31	12–13	Dwarf, mountain	1	1	2	3	4
65	38	32	14	Felldrake, crested[M2]	1	1	2	3	4
66–68	39–40	33–34	15–16	Ghoul	1	1	2	3	4
69–75	41–45	35–39	17–18	Human bandit (Ftr 1)	1	1	2	3	4
76	46	40–41	19–20	Skeleton, wolf	1	1	2	3	4
77–79	47–53	42–45	21–25	Snow spider, Medium*	1	1	2	3	4
80–83	54–58	46–52	27–28	Wolf	1	1	2	3	4
84	59	53	29–30	Frost folk*	2	1	1	2	2
85	60	54	—	Dragon, wyrmling white	2	1	1	2	—
86–88	61–66	55–58	31–34	Branta*	2	1	1	2	2
89–90	67–72	59–60	35–39	Death dog[FF]	2	1	1	2	2
91–92	73–77	61–63	40–42	Worg	2	1	1	2	2
93–94	78–82	64–68	—	Dire hawk[M2]	2	1	1	2	—
95–96	83–86	69–74	43–50	Orc, snow shaman	2	1	1	2	2
97–98	87	75–76	—	Skulk[FF]	2	1	1	2	—
99	88	77	—	Wolverine	2	1	1	2	—
—	89–90	78–79	51–54	Dragon, very young white	3	—	1	1	1
—	91	80	—	Doppelganger	3	—	1	1	—
—	92	81–82	55–60	Ice toad*	3	—	1	1	1
—	93–94	83–84	61–62	Shadow	3	—	1	1	1
—	95	85–88	63–66	Snow spider, Large*	3	—	1	1	1
—	96–97	89	67	Snowflake lichen (see page 16)*	3	—	1	1	1
—	98	90–91	68–69	Wight	3	—	1	1	1
—	99	92–93	70–72	Yeti*	3	—	1	1	1
—	—	94	73	Dire wolverine	4	—	—	1	1
—	—	95	74	Gargoyle	4	—	—	1	1
—	—	96	75	Dragon, young white	4	—	—	1	1
—	—	97	76–77	Snowcloak*	4	—	—	1	1
—	—	98	78–80	Terror bird[FF]	4	—	—	1	1
—	—	99	81	Yuki-on-na*	4	—	—	1	1
—	—	—	82–87	Smilodon (dire animal)*	5	—	—	—	1
—	—	—	88–92	Bear, arctic*	5	—	—	—	1
—	—	—	93–94	Dwarf, Midgard*	5	—	—	—	1
—	—	—	95–96	Fensir[FF]	5	—	—	—	1
—	—	—	97	Fossergrim[FF]	5	—	—	—	1
—	—	—	98	Skeleton, ettin	5	—	—	—	1
—	—	—	99	Winter wolf	5	—	—	—	1
100	100	100	100	Roll on Cold Hills, EL 5–8 table					

Cold Hills, EL 5–8

EL 5 d%	EL 6 d%	EL 7 d%	EL 8 d%	Creature	CR	Number EL 5	EL 6	EL 7	EL 8
01–03	01–02	01–02	01–02	Ghoul	1	4	6	8	11
04–08	03–05	03–05	03–04	Wolf	1	4	6	8	11
09–10	06	06	05	Frost folk*	2	1	2	3	4
				+ death dog[FF]	2	2	2	3	6
11–15	07	07–08	06–07	Worg	2	3	4	6	8
16–18	08	09–10	08–09	Ogre	3	2	3	4	6
19–23	09	11–12	10–11	Ogre	3	1	2	3	4
				+ worg	2	2	2	2	4
24–26	10	—	—	Felldrake, horned[M2]	3	2	3	—	—
27	11	13	12	Ghast	3	2	3	4	6
28–32	12–13	14	13	Snow spider, Large*	3	2	3	4	6
33	14	15	14	Wight	3	2	3	4	6
34–36	15–16	16	—	Yeti*	3	2	3	4	—
37–38	17–18	17	15	Zombie, ogre	3	2	3	4	6
39–44	19–22	18	16	Gargoyle	4	1	2	3	4
45–47	23–24	—	—	Snowcloak*	4	1	2	—	—
48–52	25–26	19	—	Terror bird[FF]	4	1	2	3	—
53–55	—	—	—	Yuki-on-na*	4	1	—	—	—
56–57	27–28	20–21	—	Dragon, young white	4	1	2	3	—
58–63	29–31	22–23	17	Bear, arctic*	5	1	1	2	3
66–70	32–34	24	18	Dwarf, Midgard*	5	1	1	2	3
71–75	36–39	25–28	19	Fensir[FF]	5	1	1	2	3
76–77	40	—	—	Fossergrim[FF]	5	1	1	—	—
78–80	41–43	29–32	20–22	Roll on Outsider Table II (page 221)	Varies	—	—	—	—
81–82	44	33	23	Skeleton, ettin	5	1	1	2	3
83	45	34	24	Urskan*	5	1	1	2	3
84–90	46–49	35–40	25–29	Winter wolf	5	1	1	2	3
91–92	50–51	41	30	Wraith	5	1	1	2	3
93	52–53	42–43	31–32	Belker	6	1	1	1	2
94	54–55	44–47	33–37	Giant, bog[FF]	6	1	1	1	2
95	56	48	38	Dragon, juvenile white	6	1	1	1	2
96	57	49	—	Genie, qorrashi*	6	1	1	1	—
97	58–59	50–51	39	Gauth (beholder)	6	1	1	1	2
98	60–62	52–56	40–45	Ogre mage	6	1	1	1	2
99	63	57–58	46–51	Marzanna*	6	1	1	1	2
—	64	59	52–53	Legendary eagle[M2]	7	—	1	1	1
—	65	60	54–55	Dragon, young adult white	7	—	1	1	1
—	66–67	61–64	56–59	Bulette	7	—	1	1	2
—	68–71	65–76	60–65	Dire elk[M2]	7	—	1	1	1
—	72–91	77–81	66–70	Frost salamander[M2]	7	—	1	1	1
—	92–95	82–88	71–77	Giant, hill	7	—	1	1	1
—	96	89	78–79	Legendary wolf[M2]	7	—	1	1	1
—	97	90–93	80–83	Ogre barbarian	7	—	1	1	1
—	98	94	84–85	Spectre	7	—	1	1	1
—	99	95	86–88	Swordwraith[FF]	7	—	1	1	1
—	—	96–97	89–92	Behir	8	—	—	1	1
—	—	98	93	Fensir rakka[FF]	8	—	—	1	1
—	—	99	94	Megatherium[FF]	8	—	—	1	1
—	—	—	95	Giant, frost	9	—	—	—	1
—	—	—	96	Immoth[M2]	9	—	—	—	1
—	—	—	97	Legendary bear[M2]	9	—	—	—	1
—	—	—	98	Night hag	9	—	—	—	1
—	—	—	99	Rogue eidolon[M2]	9	—	—	—	1
100	100	100	100	Roll on Cold Hills, EL 9–12 table					

Cold Hills, EL 9–12

EL 9 d%	EL 10 d%	EL 11 d%	EL 12 d%	Creature	CR	Number EL 9	EL 10	EL 11	EL 12
01	01	01	—	Gargoyle	4	6	8	11	—
02–03	02–03	02–03	—	Fensir[FF]	5	4	6	8	—
04–06	04–06	04–06	01–05	Dwarf, Midgard*	5	4	6	8	11
07–09	07–08	07–08	05–10	Winter wolf	5	4	6	8	11
10–12	09–10	—	—	Belker	6	3	4	—	—

EL 9 d%	EL 10 d%	EL 11 d%	EL 12 d%	Creature	CR	Number EL 9	EL 10	EL 11	EL 12
13–14	11	09	11	Giant, bog[FF]	6	3	4	6	8
15–18	12–14	10	12	Ogre mage	6	3	4	6	8
19–20	15–16	11	13	Marzanna*	6	3	4	6	8
21–23	17–18	—	—	Bulette	7	2	3	—	—
24–26	19–20	12	14	Frost salamander[M2]	7	2	3	4	6
27–30	21–23	13–14	—	Giant, hill	7	2	3	4	—
31–34	24–28	15–17	15–19	Giant, hill	7	1	2	2	3
				+ winter wolf	5	2	2	4	6
35–42	29–31	18–20	20	Ogre barbarian	7	2	3	4	6
43–46	32–34	—	—	Behir	8	1	2	—	—
47–48	35–36	21–22	—	Bodak	8	1	2	3	—
49–51	—	—	—	Fensir rakka[FF]	8	1	—	—	—
52–56	37–43	23–26	21–24	Fensir rakka[FF]	8	1	1	1	2
				+ fensir[FF]	5	2	3	6	6
57–64	44–50	27–33	25–39	Megatherium[FF]	8	1	2	3	4
65–69	51–54	34–36	40–44	Ethergaunt, red[FF]	9	1	1	2	3
70–78	55–63	37–44	45–52	Giant, frost	9	1	1	2	3
79–80	64–66	—	—	Immoth[M2]	9	1	1	—	—
81–83	67–68	45–50	53–55	Legendary bear[M2]	9	1	1	2	3
84	69–72	50–54	56	Night hag	9	1	1	2	3
85–87	73–78	55–58	57–62	Roll on Outsider Table III (page 223)	Varies	—	—	—	—
88	79	—	—	Rogue eidolon[M2]	9	1	1	—	—
89–90	80–82	59–62	63–65	Darkweaver[FF]	10	1	1	1	2
91–92	83–84	63–65	66–67	Dragon, adult white	10	1	1	1	2
93	85	66	68–69	Entombed*	10	1	1	1	2
94–95	86–88	67–69	69–71	Ethereal ooze[FF]	10	1	1	1	2
96	89–91	70–71	72–75	Kelpie[FF]	10	1	1	1	2
97	92	72	76	Legendary tiger[M2]	10	1	1	1	2
98	93	73	—	Mooncalf[M2]	10	1	1	1	—
99	94	74	—	Spell weaver[M2]	10	1	1	1	—
—	95–96	75–79	77–81	Spirit of the air[FF]	11	—	1	1	1
—	97	80–83	82–84	Troll hunter	11	—	1	1	1
—	98	84–90	85–86	Hydra, ten-headed cryo-	11	—	1	1	1
—	99	91–97	87–88	Wraith, dread[M2]	11	—	1	1	1
—	—	98	89–90	Elemental weird[M2]	12	—	—	1	1
—	—	99	91–94	Firbolg[M2]	12	—	—	1	1
—	—	—	95	Beholder	13	—	—	—	1
—	—	—	96	Ethergaunt, white[FF]	13	—	—	—	1
—	—	—	97–99	Grizzly mastodon[M2]	13	—	—	—	1
100	100	100	100	Roll on Cold Hills, EL 13–16 table					

Cold Hills, EL 13–16

EL 13 d%	EL 14 d%	EL 15 d%	EL 16 d%	Creature	CR	Number EL 13	EL 14	EL 15	EL 16
01–09	—	—	—	Belker	6	11	—	—	—
10–15	—	—	—	Giant, bog[FF]	6	11	—	—	—
16–20	01–06	01–08	—	Marzanna (covey)*	6	3	3	3	—
				+ giant, frost	9	1	1	1	—
21–29	07–14	—	—	Giant, hill	7	8	11	—	—
30–34	15–19	09–12	—	Megatherium[FF]	8	6	8	11	—
35–37	20	13–16	01–04	Giant, frost	9	4	6	8	11
38–44	21–30	17–20	05–08	Giant, frost	9	2	4	6	10
				+ winter wolf	5	8	8	12	12
45–50	31–34	21–23	09–14	Gathra[FF]	10	3	4	6	8
51–53	35–36	24	—	Dragon, adult white	10	3	4	6	—
54–60	37–39	—	—	Wraith, dread	11	2	3	—	—
61–66	40–48	25–30	15–21	Firbolg[FF]	12	1	2	3	4
67–69	49–53	31–36	—	Beholder	13	1	1	2	—
70–76	54–59	37–39	22–25	Ethergaunt, white[FF]	13	1	1	2	3
77–84	60–75	40–47	26–31	Grizzly mastodon[M2]	13	1	1	2	3
85–94	76–89	48–55	32–40	Roll on Outsider Table IV (page 224)	Varies	—	—	—	—
95–98	90–94	56–60	—	Marzanna (covey)*	6	3	3	3	—
				+ ogre	3	12	12	12	—
				+ giant, frost	9	2	3	4	—

EL 13 d%	EL 14 d%	EL 15 d%	EL 16 d%	Creature	CR	Number EL 13	EL 14	EL 15	EL 16
99	95	61–73	41–67	Nightwing (nightshade)	14	1	1	1	2
—	96	74–76	68–74	Nightmare beast[M2]	15	—	1	1	1
—	97	77–80	75	Dragon, old white	15	—	1	1	1
—	98	81–85	76	Jahi[M2]	16	—	1	1	1
—	99	86–90	77	Moonbeast	16	—	1	1	1
—	—	91–95	78–83	Nightwalker	16	—	—	1	1
—	—	96–99	84–86	Tempest[M2]	16	—	—	1	1
—	—		87–88	Banshee[M2]	17	—	—	—	1
—	—	—	89–93	Deathbringer[M2]	17	—	—	—	1
—	—	—	94–95	Disenchanter[FF]	17	—	—	—	1
—	—	—	96–97	Effigy[M2]	17	—	—	—	1
—	—	—	98	Ethergaunt, black[FF]	17	—	—	—	1
—	—	—	99	Frost giant jarl	17	—	—	—	1
100	100	100	100	Choose from Cold Hills, EL 17+ list					

Cold Hills, EL 17+

Creature	CR
Frost giant jarl	17
+ giant, frost	9
Frost giant jarl	17
Banshee[M2]	17
Deathbringer[M2]	17
Disenchanter[FF]	17
Ethergaunt, black[FF]	17

Creature	CR
Giant, shadow[FF]	18
Hullathoin[FF]	18
Nightcrawler	18
Century worm[FF]	19
Corpse gatherer[M2]	19
Famine spirit[M2]	19
Ragewind[M2]	19

Creature	CR
Linnorm, gray[M2]	20
Spirit of the land[M2]	23
Phoenix[M2]	24
Linnorm, dread[M2]	25
Hellfire wyrm[M2]	26
Linnorm, corpse tearer[M2]	28

MARSH ENCOUNTERS

Only one special factor determines marsh encounter details, other an encounter distance: the type of ground between the PCs and the monsters. The terrain may be solid, waist-deep mud and water, or a channel that requires swimming.

Cold Marshes, EL 1–4

EL 1 d%	EL 2 d%	EL 3 d%	EL 4 d%	Creature	CR	Number EL 1	EL 2	EL 3	EL 4
01–08	—	—	—	Rat	1/8	8	—	—	—
09–12	01–08	01–03	—	Moonrat[M2]	1/4	4	8	11	—
13–15	09–12	04–06	01–02	Dire rat	1/3	3	6	8	11
16	13	07	03–06	Skeleton, human	1/3	3	6	8	11
17–21	14–17	08–09	07–08	Mongrelfolk[FF]	1/3	3	6	8	11
22	18	10	—	Zombie, kobold	1/2	2	4	6	—
23	19	11	—	Feytouched[FF]	1/2	2	4	6	—
24–26	20–22	12–13	09–10	Zombie, human commoner	1/2	2	4	6	8
27–35	23–27	14–18	11–15	Snow spider, Small*	1/2	2	4	6	8
36–38	28	19	—	Domovoi*	1	1	2	4	—
39–45	29	20	16–17	Felldrake, crested[M2]	1	1	2	3	4
46–49	30–34	21	18	Ghoul	1	1	2	3	4
50	35	22	19	Kaorti[FF]	1	1	2	3	4
51–58	36–41	23–27	20–23	Rusalka*	1	1	2	3	4
59	42	28	24	Skeleton, wolf	1	1	2	3	4
60–68	43–48	29–34	25–30	Snow spider, Medium*	1	1	2	3	4
69	49	35	31	Zombie, troglodyte	1	1	2	3	4
70–79	50–64	36–40	32–35	Aquatic ooze, bloodbloater[FF]	1	1	2	3	4
80–84	65–69	41–45	36–40	Roll on Outsider Table I (page 220)	Varies	—	—	—	—
85–89	70–74	46–50	41–46	Skulk[FF]	2	1	1	2	2
90–95	75–79	51–55	47–53	Swarm, rat[FF]	2	1	1	2	2
97	80	56	54	Zombie, bugbear	2	1	1	2	2
98–99	81–85	57–63	55–58	Aquatic ooze, flotsam[FF]	2	1	1	2	2
—	86	64	59	Allip	3	—	1	1	1
—	87–88	65–69	60–61	Boggle[M2]	3	—	1	1	1
—	89	70–72	62–63	Doppelganger	3	—	1	1	1
—	90	73–74	64–65	Ghast	3	—	1	1	1
—	91	75–79	66–70	Ice toad*	3	—	1	1	1
—	92	80	71	Shadow	3	—	1	1	1
—	93–94	81–84	72–76	Snow spider, Large*	3	—	1	1	1
—	95–97	85–87	77–78	Vodyanoi*	3	—	1	1	1

EL 1 d%	EL 2 d%	EL 3 d%	EL 4 d%	Creature	CR	Number EL 1	EL 2	EL 3	EL 4
—	98	88	79	Wight	3	—	1	1	1
—	99	89	80	Zombie, ogre	3	—	1	1	1
—	—	90	81	Dire horse[M2]	4	—	—	1	1
—	—	91–93	82–86	Gargoyle	4	—	—	1	1
—	—	94	87	Skeleton, chimera	4	—	—	1	1
—	—	95	88	Vampire spawn	4	—	—	1	1
—	—	96–97	89–90	Megaloceros (dire animal)*	4	—	—	1	1
—	—	98	91	Ooze, gray	4	—	—	1	1
—	—	99	92–94	Vine horror[FF]	4	—	—	1	1
—	—	—	95	Fensir[FF]	5	—	—	—	1
—	—	—	96	Fossergrim[FF]	5	—	—	—	1
—	—	—	97	Ooze, ochre jelly	5	—	—	—	1
—	—	—	98	Spawn of Kyuss[M2]	5	—	—	—	1
—	—	—	99	Wraith	5	—	—	—	1
100	100	100	100	Roll on Cold Marshes, EL 5–8 table					

Cold Marshes, EL 5–8

EL5 d%	EL6 d%	EL7 d%	EL8 d%	Creature	CR	Number EL 5	EL 6	EL 7	EL 8
01–04	01–03	—	—	Feytouched[FF]	1/2	8	11	—	—
05–10	04–06	—	—	Snow spider, Small*	1/2	8	11	—	—
11	—	—	—	Domovoi*	1	4	—	—	—
12–15	07–11	01–05	—	Felldrake, crested[M2]	1	4	6	8	—
16–19	12–13	06–09	01–04	Ghoul	1	4	6	8	11
20–21	14–15	10–11	05–06	Kaorti[FF]	1	4	6	8	11
22	16	—	—	Rusalka*	1	4	6	—	—
23	17	12	—	Skeleton, wolf	1	4	6	8	—
24–29	18–20	13–15	07–10	Snow spider, Medium*	1	4	6	8	11
30–32	21–23	16–18	11–13	Zombie, troglodyte	1	4	6	8	11
33–34	24–25	19–20	—	Skulk[FF]	2	3	4	6	—
35–36	26–27	—	—	Boggle[M2]	3	2	3	—	—
37–38	28	—	—	Doppelganger	3	2	3	—	—
39–40	29–30	—	—	Ghast	3	2	3	—	—
41	31	21–22	14–15	Ghast	3	1	2	3	4
				+ ghoul	1	3	3	4	6
42–43	32–33	—	—	Ice toad*	3	2	3	—	—
44	34	23–27	16–17	Shadow	3	2	3	4	6
45–48	35–37	28–34	18–21	Snow spider, Large*	3	2	3	4	6
49	38	35–37	22–23	Wight	3	2	3	4	6
50	39	38	24	Zombie, ogre	3	2	3	4	6
51–52	40–41	39–40	25–26	Dire horse[M2]	4	1	2	3	4
53–55	42–44	41–42	27–32	Gargoyle	4	1	2	3	4
56–58	45–47	43–45	33–37	Megaloceros (dire animal)*	4	1	2	3	4
59–60	—	—	—	Ooze, gray	4	1	—	—	—
61	48	—	—	Skeleton, chimera	4	1	2	—	—
62	49–50	46–47	—	Vampire spawn	4	1	2	3	—
63–64	51–52	48–49	38–39	Vine horror[FF]	4	1	2	3	4
65–69	53–56	50–52	40–42	Fensir[FF]	5	1	1	2	3
70–74	57–59	53–55	43–46	Ooze, ochre jelly	5	1	1	2	3
75	60	56	47	Spawn of Kyuss[M2]	5	1	1	2	3
76	61	57	48–49	Wraith	5	1	1	2	3
77–81	62–65	—	—	Aquatic ooze, reekmurk[FF]	6	1	1	—	—
82–85	66–69	58–61	50–52	Catoblepas[M2]	6	1	1	1	2
86–90	70–73	62–66	53–59	Giant, bog[FF]	6	1	1	1	2
91–94	74–76	67–69	—	Hag, annis	6	1	1	2	—
95–97	77–79	70–75	—	Hydra, five-headed cryo-	6	1	1	1	—
98	80–81	76–77	60–62	Will-o'-wisp	6	1	1	1	2
99	82–84	78–80	63–66	Marzanna*	6	1	1	1	2
—	85–86	81–82	67–68	Chimera	7	—	1	1	1
—	87	83	69	Darktentacles[M2]	7	—	1	1	1
—	88–90	84–85	70–72	Frost salamander[M2]	7	—	1	1	1
—	91	86	73	Huecuva[FF]	7	—	1	1	1
—	92–94	87–88	74–77	Hydra, six-headed cryo-	7	—	1	1	1
—	95	89	78	Nimblewright[M2]	7	—	1	1	1
—	96	90	79–80	Ooze, black pudding	7	—	1	1	1

EL 5 d%	EL 6 d%	EL 7 d%	EL 8 d%	Creature	CR	Number EL 5	EL 6	EL 7	EL 8
—	97	91	81	Spectre	7	—	1	1	1
—	98	92	82–83	Swamplight lynx[M2]	7	—	1	1	1
—	99	93	84	Swordwraith[FF]	7	—	1	1	1
—	—	94	85	Behir	8	—	—	1	1
—	—	95	86	Fensir rakka[FF]	8	—	—	1	1
—	—	96	87–89	Hydra, seven-headed cryo-	8	—	—	1	1
—	—	97	90	Legendary horse[M2]	8	—	—	1	1
—	—	98	91	Mohrg	8	—	—	1	1
—	—	99	92	Nethersight mastiff[M2]	8	—	—	1	1
—	—	—	93	Bhut[FF]	9	—	—	—	1
—	—	—	94	Ethergaunt, red[FF]	9	—	—	—	1
—	—	—	95	Hydra, eight-headed cryo-	9	—	—	—	1
—	—	—	96	Golem, ice*	9	—	—	—	1
—	—	—	97	Immoth[M2]	9	—	—	—	1
—	—	—	98	Night hag	9	—	—	—	1
—	—	—	99	Rogue eidolon[M2]	9	—	—	—	1
100	100	100	100	Roll on Cold Marshes, EL 9–12 table					

Cold Marshes, EL 9–12

EL 9 d%	EL 10 d%	EL 11 d%	EL 12 d%	Creature	CR	Number EL 9	EL 10	EL 11	EL 12
01–03	01–03	—	—	Wight	3	8	11	—	—
04–07	04–05	01–02	—	Dire horse[M2]	4	6	8	11	—
08–14	06–09	03–07	—	Gargoyle	4	6	8	11	—
15–17	10–11	08–09	—	Megaloceros (dire animal)*	4	6	8	11	—
18	12	—	—	Vine horror[FF]	4	6	8	—	—
19	13	10	—	Zombie, wyvern	4	6	8	11	—
20–22	14–15	11–12	01–02	Fensir[FF]	5	4	6	8	11
23	16	—	—	Spawn of Kyuss[M2]	5	2	3	—	—
				+ zombie, bugbear	2	6	8	—	—
24–25	17–18	13–14	03–05	Wraith	5	4	6	8	11
26–32	19–25	15–21	06–10	Giant, bog[FF]	6	3	4	6	8
33–37	—	—	—	Hag, annis	6	3	—	—	—
38–41	—	—	—	Will-o'-wisp	6	3	—	—	—
42–45	26–30	—	—	Marzanna*	6	3	4	—	—
46–49	31–40	22–25	11–13	Chimera	7	2	3	4	6
50–51	—	—	—	Frost salamander[M2]	7	2	—	—	—
52	41	26–27	14–16	Huecuva[FF]	7	2	3	4	6
53–54	42–43	28–30	17–21	Spectre	7	2	3	4	6
55–60	44–48	31–33	22–24	Swamplight lynx[M2]	7	2	3	4	6
61–67	49–51	34–35	25–27	Swordwraith[FF]	7	2	3	4	6
68–69	52–56	36–42	28–32	Behir	8	1	2	3	4
70–73	57–63	43–50	33–40	Fensir rakka[FF]	8	1	2	3	4
74–76	—	—	—	Hydra, seven-headed cryo-	8	1	—	—	—
77–78	64–67	51–53	41–43	Legendary horse[M2]	8	1	2	3	4
79–80	68–69	54–58	—	Mohrg	8	1	2	3	—
81–82	70	59–60	44–46	Mohrg	8	1	1	2	3
				+ zombie, gray render	6	1	2	2	3
83	71–73	61–66	47–53	Nethersight mastiff[M2]	8	1	2	3	4
84	74	67–69	54–56	Bhut[FF]	9	1	1	2	3
85–86	75–76	70–71	57–60	Ethergaunt, red[FF]	9	1	1	2	3
87–88	77–78	72–73	—	Hydra, eight-headed cryo-	9	1	1	2	—
89	79	74	61–63	Golem, ice*	9	1	1	2	3
90	80	—	—	Immoth[M2]	9	1	1	—	—
91	81	75–76	64–66	Night hag	9	1	1	2	3
92	82	77	—	Rogue eidolon[M2]	9	1	1	2	—
93	83	78	67–68	Darkweaver[FF]	10	1	1	1	2
94	84	79	69	Entombed*	10	1	1	1	2
95	85	80	—	Ethereal ooze[FF]	10	1	1	1	—
96	86–87	81–82	—	Hydra, nine-headed cryo-	10	1	1	1	—
97	88	83	—	Kelpie[FF]	10	1	1	1	—
98	89	84	70–72	Leechwalker[M2]	10	1	1	1	2
99	90	85	73–74	Spell weaver[M2]	10	1	1	1	2
—	91	86	75–76	Crimson death[M2]	11	—	1	1	1

EL 9 d%	EL 10 d%	EL 11 d%	EL 12 d%	Creature	CR	Number EL 9	EL 10	EL 11	EL 12
—	92	87	77	Devourer	11	—	1	1	1
—	93–94	88–89	78–81	Hydra, ten-headed cryo-	11	—	1	1	1
—	95–96	90–92	82–85	Lycanthrope, hill giant dire wereboar	11	—	1	1	1
—	97	93	86–88	Spirit of the air[FF]	11	—	1	1	1
—	98	94	89	Ulgurstasta[FF]	11	—	1	1	1
—	99	95	90	Wraith, dread	11	—	1	1	1
—	—	96	91	Elemental weird[M2]	12	—	—	1	1
—	—	97–98	92–94	Hag, annis	6	—	—	3	3
				+ ogre	3	—	—	6	8
				+ giant, bog[FF]	6	—	—	2	4
—	—	99	95–96	Hydra, eleven-headed cryo-	12	—	—	1	1
—	—	—	97	Ethergaunt, white[FF]	13	—	—	—	1
—	—	—	98–99	Hydra, twelve-headed cryo-	13	—	—	—	1
100	100	100	100	Roll on Cold Marshes, EL 13–16 table					

Cold Marshes, EL 13–16

EL 13 d%	EL 14 d%	EL 15 d%	EL 16 d%	Creature	CR	Number EL 13	EL 14	EL 15	EL 16
01–10	—	—	—	Ettin	6	11	—	—	—
11–17	—	—	—	Giant, bog[FF]	6	11	—	—	—
18–23	01–10	01–12	—	Marzanna (covey)*	6	3	3	3	—
				+ ogre	3	6	12	12	—
				+ giant, bog[FF]	6	6	8	12	—
24–31	11–19	—	—	Chimera	7	8	11	—	—
32–37	20–28	—	—	Huecuva[FF]	7	8	11	—	—
38–40	29–36	—	—	Spectre	7	8	11	—	—
41–42	37–41	—	—	Fensir rakka[FF]	8	4	6	—	—
				+ fensir[FF]	5	6	8	—	—
43–50	42–49	13–28	—	Nethersight mastiff[M2]	8	6	8	11	—
51–54	50–53	29–37	01–13	Bhut[FF]	9	4	6	8	11
55–56	54–55	—	—	Ethergaunt, red[FF]	9	4	6	—	—
57–60	56–60	—	—	Leechwalker[M2]	10	3	4	—	—
61–62	61–65	38–53	14–32	Wraith, dread	11	2	3	4	6
63–70	66–77	54–66	33–50	Elemental weird[M2]	12	1	2	3	4
71–77	—	—	—	Hydra, eleven-headed cryo-	12	1	—	—	—
78–82	78–83	67–84	51–65	Ethergaunt, white[FF]	13	1	1	2	3
83–90	84–89	—	—	Hydra, twelve-headed cryo-	13	1	1	—	—
91–98	90–97	85–92	66–80	Roll on Outsider Table IV (page 224)	Varies	—	—	—	—
99	98	93	—	Nightwing (nightshade)	14	1	1	1	—
—	99	94	81–85	Nightmare beast[M2]	15	—	1	1	1
—	—	95	86–87	Gravecrawler[M2]	16	—	—	1	1
—	—	96	88–89	Jahi[M2]	16	—	—	1	1
—	—	97	90–91	Moonbeast[M2]	16	—	—	1	1
—	—	98	92	Nightwalker (nightshade)	16	—	—	1	1
—	—	99	93	Tempest[M2]	16	—	—	1	1
—	—	—	94–95	Banshee[M2]	17	—	—	—	1
—	—	—	96	Deathbringer[M2]	17	—	—	—	1
—	—	—	97	Disenchanter[FF]	17	—	—	—	1
—	—	—	98	Effigy[M2]	17	—	—	—	1
—	—	—	99	Ethergaunt, black[FF]	17	—	—	—	1
100	100	100	100	Choose from Cold Marshes, EL 17+ list					

Cold Marshes, EL 17+

Creature	CR
Banshee[MM2]	17
Deathbringer[M2]	17
Disenchanter[FF]	17
Effigy[M2]	17
Ethergaunt, black[FF]	17
Giant, shadow[FF]	18

Creature	CR
Hullathoin[FF]	18
Nightcrawler (nightshade)	18
Century worm[FF]	19
Corpse gatherer[M2]	19
Famine spirit[M2]	19
Ragewind[M2]	19

Creature	CR
Spirit of the land[M2]	23
Phoenix[M2]	24
Linnorm, dread[M2]	25
Hellfire wyrm[M2]	26
Linnorm, corpse tearer[M2]	28

MOUNTAIN ENCOUNTERS

Two factors affect mountain encounters in addition to encounter distance: the slope between the PCs and the monsters, and whether one group is on the high ground or both are roughly level. Determine these randomly.

Cold Mountains, EL 1–4

EL 1 d%	EL 2 d%	EL 3 d%	EL 4 d%	Creature	CR	Number EL 1	EL 2	EL 3	EL 4
01–03	—	—	—	Rat	1/8	8	—	—	—
08–09	05–09	01–04	—	Moonrat[M2]	1/4	4	8	11	—
10–12	10–11	05–07	01–05	Dire rat	1/3	3	6	8	11
13	12	08	06	Skeleton, human	1/3	3	6	8	11
14	13	09	07	Mongrelfolk[FF]	1/3	3	6	8	11
15–16	14	10	08	Zombie, kobold	1/2	2	4	6	8
17–18	15–16	11–12	09	Blood hawk[FF]	1/2	2	4	6	8
19–21	17–19	—	—	Feytouched[FF]	1/2	2	4	—	—
22–24	20–21	13–14	10	Goblin, snow*	1/2	2	4	6	8
25–29	22–25	15–18	11–14	Snow spider, Small*	1/2	2	4	6	8
30–31	26–27	19	15	Domovoi*	1	1	2	3	4
32	28	20	16	Dragon, wyrmling white	1	1	2	3	4
33–40	29–36	21–24	17–20	Dwarf, glacier*	1	1	2	3	4
41–43	37–40	25–26	21	Dwarf, mountain	1	1	2	3	4
44–46	41–42	27–28	22–23	Felldrake, crested[M2]	1	1	2	3	4
47–49	43	30	25	Ghoul	1	1	2	3	4
50–51	44	31	26	Skeleton, wolf	1	1	2	3	4
52–59	45–50	32–35	27–29	Snow spider, Medium*	1	1	2	3	4
60–68	51–55	36–38	30–31	Troglodyte	1	1	2	3	4
69–70	56	39	32	Zombie, troglodyte	1	1	2	3	4
71–73	57–58	40	33	Frost folk*	2	1	1	2	2
74–78	59–65	41–42	34–35	Branta *	2	1	1	2	2
79–83	66–70	43–46	36–39	Death dog[FF]	2	1	1	2	2
84–90	71–74	47–49	40	Dire hawk[M2]	2	1	1	2	2
91–92	75–76	50–51	41	Dragon, wyrmling crystal[M2]	2	1	1	2	2
93–96	77–78	52–53	42	Raven, giant*	2	1	1	2	2
97	79–80	54–55	43–45	Skulk[FF]	2	1	1	2	2
98	81	56–59	46–49	Worg	2	1	1	2	2
99	82	60	50	Zombie, bugbear	2	1	1	2	2
—	83	61	51	Snowflake lichen (see page 16)*	3	—	1	1	1
—	84	62	52	Allip	3	—	1	1	1
—	85	63	53	Dragon, very young crystal[M2]	3	—	1	1	1
—	86	64	54	Dragon, very young white	3	—	1	1	1
—	87	65–66	55–57	Ghast	3	—	1	1	1
—	88–89	67–72	58	Ice toad*	3	—	1	1	1
—	90–91	73	59	Shadow	3	—	1	1	1
—	92	74	60	Skeleton, troll	3	—	1	1	1
—	93–95	75–81	61–65	Snow spider, Large*	3	—	1	1	1
—	96	82	66	Wight	3	—	1	1	1
—	97	83	67–68	Xorn, minor	3	—	1	1	1
—	98	84–85	69–71	Yeti	3	—	1	1	1
—	99	86	72	Zombie, ogre	3	—	1	1	1
—	—	87	73–74	Asperi[M2]	4	—	—	1	1
—	—	88	75	Dragon, young crystal[M2]	4	—	—	1	1
—	—	89	76	Dragon, young white	4	—	—	1	1
—	—	90–92	77–80	Gargoyle	4	—	—	1	1
—	—	93	81	Skeleton, chimera	4	—	—	1	1
—	—	94	82–83	Snowcloak*	4	—	—	1	1
—	—	95	84	Vampire spawn	4	—	—	1	1
—	—	96–97	85–87	Yak folk[M2]	4	—	—	1	1
—	—	98	88	Yuki-on-na*	4	—	—	1	1
—	—	99	89	Zombie, minotaur	4	—	—	1	1
—	—	—	90–91	Bear, arctic*	5	—	—	—	1
—	—	—	92	Dwarf, Midgard*	5	—	—	—	1
—	—	—	93	Fensir[FF]	5	—	—	—	1
—	—	—	94	Fossergrim[FF]	5	—	—	—	1
—	—	—	95	Senmurv[FF]	5	—	—	—	1
—	—	—	96	Spawn of Kyuss[MM2]	5	—	—	—	1

EL 1 d%	EL 2 d%	EL 3 d%	EL 4 d%	Creature	CR	Number EL 1	EL 2	EL 3	EL 4
—	—	—	97–98	Troll	5	—	—	—	1
—	—	—	99	Wraith	5	—	—	—	1
100	100	100	100	Roll on Cold Mountains, EL 5–8 table					

Cold Mountains, EL 5–8

EL 5 d%	EL 6 d%	EL 7 d%	EL 8 d%	Creature	CR	Number EL 5	EL 6	EL 7	EL 8
01–03	01–02	—	—	Snow spider, Small*	1/2	8	11	—	—
04–10	03–08	01–05	01–04	Dwarf, mountain	1	4	6	8	11
11	09	06	05	Ghoul	1	4	6	8	11
12–16	10–12	07–09	06–07	Snow spider, Medium*	1	4	6	8	11
17–18	13	10	08	Troglodyte	1	4	6	8	11
19–20	14–15	11–12	09	Frost folk*	2	3	4	6	8
21–22	16–17	13–14	10–11	Branta *	2	3	4	6	8
23–25	18–20	15–16	12–13	Dwarf, glacier, snow hunter*	2	3	4	6	8
26	21	17	14	Skulk[FF]	2	3	4	6	8
27–32	22–26	18–22	15–18	Worg	2	3	4	6	8
33	27	23	19–20	Ghast	3	2	3	4	6
34–35	28–29	24	21	Ice toad*	3	2	3	4	6
36–37	30	25	22	Shadow	3	2	3	4	6
38–42	31–33	26–28	23–25	Snow spider, Large*	3	2	3	4	6
43	34	29	26	Wight	3	2	3	4	6
44–46	35–36	30–31	27	Yeti*	3	2	3	4	6
47	37	32	28	Zombie, ogre	3	2	3	4	6
48–50	38–39	33–34	29	Asperi[M2]	4	1	2	3	4
51	40	—	—	Dragon, young crystal[M2]	4	1	2	—	—
52	41	—	—	Dragon, young white	4	1	2	—	—
53–55	42–44	35–36	30–31	Gargoyle	4	1	2	3	4
56	45	37	32	Skeleton, chimera	4	1	2	3	4
57–60	46–48	—	—	Snowcloak*	4	1	2	—	—
61–63	49–50	38	—	Vampire spawn	4	1	2	3	—
64–69	51–55	39–45	33–39	Yak folk[M2]	4	1	2	3	4
70–71	56–57	—	—	Yuki-on-na*	4	1	2	—	—
72–74	58–62	46–51	40–43	Bear, arctic*	5	1	1	2	3
75–79	63–67	52–58	44–48	Dwarf, Midgard*	5	1	1	2	3
80–81	68–70	59–62	49–52	Fensir[FF]	5	1	1	2	3
82	71	—	—	Fossergrim[FF]	5	1	1	—	—
83–84	72–73	63–64	53–54	Roll on Outsider Table II (page 221)	Varies	—	—	—	—
85–86	74	65	55	Senmurv[FF]	5	1	1	2	3
87	75	66	56	Snowflake ooze[M3]	5	1	1	2	3
88–90	76–77	67–68	57–58	Troll	5	1	1	2	3
91	78	69	59	Wraith	5	1	1	2	3
92	79	70	60	Dragon, juvenile white	6	1	1	1	2
93	80	71–72	61–62	Ettin	6	1	1	1	2
94	81	73	63	Genie, qorrashi*	6	1	1	1	2
95	82–83	74–75	64–65	Giant, bog[FF]	6	1	1	1	2
96	84	76	66	Icegaunt*	6	1	1	1	2
97	85	77	67	Legendary eagle[M2]	6	1	1	1	2
98	86	78	68	Xorn, average	6	1	1	1	2
99	87	79	69	Marzanna*	6	1	1	1	2
—	88	80	70	Chimera	7	—	1	1	1
—	89	81	71	Dragon, juvenile crystal[M2]	7	—	1	1	1
—	90	82	72	Dragon, young adult white	7	—	1	1	1
—	91	83	73	Frost salamander[M2]	7	—	1	1	1
—	92	84	74	Huecuva[FF]	7	—	1	1	1
—	93–94	85	75	Legendary wolf[M2]	7	—	1	1	1
—	95	86	76	Nimblewright[M2]	7	—	1	1	1
—	96	87	77	Oread[FF]	7	—	1	1	1
—	97	88	78	Skeleton, stone giant	7	—	1	1	1
—	98	89	79	Spectre	7	—	1	1	1
—	99	90	80	Swordwraith[FF]	7	—	1	1	1
—	—	91–92	81	Behir	8	—	—	1	1
—	—	93	82	Fensir rakka[FF]	8	—	—	1	1
—	—	94–95	83–84	Giant, stone	8	—	—	1	1
—	—	97	86	Mohrg	8	—	—	1	1

EL 5 d%	EL 6 d%	EL 7 d%	EL 8 d%	Creature	CR	Number EL 5	EL 6	EL 7	EL 8
—	—	98	87	Nethersight mastiff[M2]	8	—	—	1	1
—	—	99	88	Xorn, elder	8	—	—	1	1
—	—	—	89	Bhut[FF]	9	—	—	—	1
—	—	—	90	Braxat[M2]	9	—	—	—	1
—	—	—	91–92	Galeb duhr	9	—	—	—	1
—	—	—	93–94	Giant, frost	9	—	—	—	1
—	—	—	95	Golem, ice*	9	—	—	—	1
—	—	—	96	Immoth[M2]	9	—	—	—	1
—	—	—	97	Legendary bear[M2]	9	—	—	—	1
—	—	—	98	Rogue eidolon[M2]	9	—	—	—	1
—	—	—	99	Winterspawn*	9	—	—	—	1
100	100	100	100	Roll on Cold Mountains, EL 9–12 table					

Cold Mountains, EL 9–12

EL 9 d%	EL 10 d%	EL 11 d%	EL 12 d%	Creature	CR	Number EL 9	EL 10	EL 11	EL 12
01–03	—	—	—	Branta*	2	11	—	—	—
04–06	—	—	—	Death dog[FF]	2	11	—	—	—
07–09	—	—	—	Worg	2	11	—	—	—
10–11	01–06	—	—	Ghast	3	8	11	—	—
12–15	07–10	—	—	Snow spider, Large*	3	8	11	—	—
16	11	—	—	Wight	3	8	11	—	—
17–19	12–13	—	—	Yeti*	3	8	11	—	—
20	14	01–02	—	Asperi[M2]	4	6	8	11	—
21–23	15–16	03–05	—	Gargoyle	4	6	8	11	—
24	17	—	—	Vampire spawn	4	6	8	—	—
25–26	18–19	—	—	Yak folk[M2]	4	6	8	—	—
27–28	20–23	06–08	01–05	Yak folk[M2]	4	2	4	4	8
				+ stone giant slave	8	1	1	2	2
29–30	24–25	09–10	06–07	Bear, arctic*	5	4	6	8	11
31–32	26–27	11–15	08–12	Dwarf, Midgard*	5	4	6	8	11
33	28	16–18	13–15	Dwarf, Midgard*	5	3	3	4	6
				+ winter wolf	5	2	3	4	6
34–36	29–31	19–22	16–20	Fensir[FF]	5	4	6	8	11
37–38	32–33	23–24	21–22	Senmurv[FF]	5	4	6	8	11
39	34–36	25–28	23–27	Troll	5	4	6	8	11
40	37	29	—	Wraith	5	4	6	8	—
41–42	38–39	30–32	28–30	Ettin	6	3	4	6	8
43	40	33	31	Genie, qorrashi*	6	3	4	6	8
44–47	41–44	34–37	32–35	Giant, bog[FF]	6	3	4	6	8
48	—	—	—	Legendary eagle[M2]	6	3	—	—	—
49	45	—	—	Xorn, average	6	3	4	—	—
50–51	46	—	—	Icegaunt*	6	3	4	—	—
52–55	47–49	38–40	36–38	Chimera	7	2	3	4	6
56–57	—	—	—	Frost salamander[M2]	7	2	—	—	—
58	50	41	39–40	Huecuva[FF]	7	2	3	4	6
59–60	51–52	42–43	—	Oread[FF]	7	2	3	4	—
61	53	44	41	Spectre	7	2	3	4	6
62	54	45	42	Swordwraith[FF]	7	2	3	4	6
63–65	55–57	46	—	Behir	8	1	2	3	—
66	58	—	—	Fensir rakka[FF]	8	1	2	—	—
67–71	59–63	47–51	43–48	Giant, stone	8	1	2	3	4
72	64	52	49	Mohrg	8	1	2	3	4
73	65	53	50–52	Nethersight mastiff[M2]	8	1	2	3	4
74	66	54	53	Xorn, elder	8	1	2	3	4
75	67	55	54	Bhut[FF]	9	1	1	2	3
76	68	56	—	Braxat[M2]	9	1	1	2	—
77	69	57–58	55–57	Galeb duhr	9	1	1	2	3
78–81	70–72	59–65	58–62	Giant, frost	9	1	1	2	3
82	73	66	63	Golem, ice*	9	1	1	2	3
83	74	67	64	Immoth[M2]	9	1	1	2	3
84	75	68	65	Legendary bear[M2]	9	1	1	2	3
85	76	69	66	Night hag	9	1	1	2	3
86–87	77–78	70–72	67–70	Roll on Outsider Table III (page 223)	Varies	—	—	—	—
88	79	73	71	Rogue eidolon[M2]	9	1	1	2	3

EL 9 d%	EL 10 d%	EL 11 d%	EL 12 d%	Creature	CR	Number EL 9	EL 10	EL 11	EL 12
89–90	80–81	74	72–74	Winterspawn*	9	1	1	2	3
91	82	75	75	Darkweaver[FF]	10	1	1	1	2
92–93	83–84	76–77	76–77	Dragon, adult white	10	1	1	1	2
94	85	78	78	Dragon, young adult crystal[M2]	10	1	1	1	2
95	86	79	79	Entombed*	10	1	1	1	2
96	87	80	80	Giant, frost, spiritspeaker*	10	1	1	1	2
97	88–89	81–82	81	Legendary tiger[M2]	10	1	1	1	2
98	90	83	82	Giant, frost, tundra scout*	10	1	1	1	2
99	91	84	83	Spell weaver[M2]	10	1	1	1	2
—	92	85	84	Devourer	11	—	1	1	1
—	93–94	86–87	85–87	Giant, frost, mauler*	11	—	1	1	1
—	95	88–89	88	Giant, cloud	11	—	1	1	1
—	96	90–91	89–90	Spirit of the air[FF]	11	—	1	1	1
—	97	92–93	91–92	Troll hunter	11	—	1	1	1
—	98	94	93	Ulgurstasta[FF]	11	—	1	1	1
—	99	95	94	Wraith, dread	11	—	1	1	1
—	—	96	95	Dragon, adult crystal[M2]	12	—	—	1	1
—	—	97	96	Dragon, mature adult white	12	—	—	1	1
—	—	98	97–98	Elemental weird[M2]	12	—	—	1	1
—	—	99	99	Spellgaunt[M2]	12	—	—	1	1
100	100	100	100	Roll on Cold Mountains, EL 13–16 table					

Cold Mountains, EL 13–16

EL 13 d%	EL 14 d%	EL 15 d%	EL 16 d%	Creature	CR	Number EL 13	EL 14	EL 15	EL 16
01–10	—	—	—	Ettin	6	11	—	—	—
11–16	—	—	—	Genie, qorrashi*	6	11	—	—	—
17–22	—	—	—	Giant, bog[FF]	6	11	—	—	—
23–26	01–09	01–07	01–05	Marzanna (covey)*	6	3	3	3	3
				+ giant, stone	8	2	3	5	8
				+ ogre mage	6	6	6	10	12
27	10–15	—	—	Huecuva[FF]	7	8	11	—	—
28	16–22	—	—	Spectre	7	8	11	—	—
29	—	—	—	Swordwraith[FF]	7	8	—	—	—
30–31	—	—	—	Fensir rakka[FF]	8	4	—	—	—
				+ fensir[FF]	5	6	—	—	—
32–35	23–28	08–16	—	Giant, stone	8	6	8	11	—
36–41	29–35	17–24	—	Nethersight mastiff[M2]	8	6	8	11	—
42	36	25	06	Bhut[FF]	9	4	6	8	11
43–47	37–43	26–32	07–16	Galeb duhr	9	4	6	8	11
48–55	44–54	33–42	17–29	Giant, frost	9	4	6	8	11
56–61	55–59	43–49	30–38	Winterspawn*	9	4	6	8	11
62–64	60–62	50–51	39–43	Entombed*	10	3	4	6	8
65–70	63–68	52–61	44–56	Fomorian[M2]	11	2	3	4	6
71–75	69–71	62–68	57–60	Giant, frost, mauler	11	2	3	4	6
76–80	72–77	69–73	61–64	Troll hunter	11	2	3	4	6
81	78	74	65	Ulgurstasta[FF]	11	2	3	4	6
82	79	75	66	Wraith, dread	11	2	3	4	6
83	80	76	67	Dragon, adult crystal[M2]	12	1	2	3	4
84	81	77	68	Dragon, mature adult white	12	1	2	3	4
85–88	82–83	78–79	69–71	Elemental weird[M2]	12	1	2	3	4
89	84	80	72	Spellgaunt[M2]	12	1	2	3	4
90–98	85–94	81–88	73–78	Roll on Outsider Table IV (page 224)	Varies	—	—	—	—
99	95–96	89–91	79–81	Nightwing (nightshade)	14	1	1	1	2
—	97	92	82	Dragon, mature adult crystal[M2]	15	—	1	1	1
—	98	93	83	Dragon, old white	15	—	1	1	1
—	99	94	84	Nightmare beast[M2]	15	—	1	1	1
—	—	95	85	Gravecrawler[M2]	16	—	—	1	1
—	—	96	86	Jahi[M2]	16	—	—	1	1
—	—	97	87	Moonbeast[M2]	16	—	—	1	1
—	—	98	88	Nightwalker	16	—	—	1	1
—	—	99	89	Tempest[M2]	16	—	—	1	1
—	—	—	90	Banshee[M2]	17	—	—	—	1
—	—	—	91	Deathbringer[M2]	17	—	—	—	1
—	—	—	92–93	Disenchanter[FF]	17	—	—	—	1

EL 13 d%	EL 14 d%	EL 15 d%	EL 16 d%	Creature	CR	Number EL 13	EL 14	EL 15	EL 16
—	—	—	94	Dragon, old crystal[M2]	17	—	—	—	1
—	—	—	95	Dragon, very old white	17	—	—	—	1
—	—	—	96	Effigy[M2]	17	—	—	—	1
—	—	—	97–98	Frost giant jarl	17	—	—	—	1
—	—	—	99	Lucent worm[FF]	17	—	—	—	1
100	100	100	100	Choose from Cold Mountains, EL 17+ list					

Cold Mountains, EL 17+

Creature	CR
Banshee[M2]	17
Deathbringer[M2]	17
Disenchanter[FF]	17
Dragon, old crystal[M2]	17
Dragon, very old white	17
Effigy[M2]	17
Ethergaunt, black[FF]	17
Frost giant jarl	17
Lucent worm[FF]	17
Dragon, ancient white	18
Dragon, very old crystal[M2]	18
Giant, shadow[FF]	18
Hullathoin[FF]	18
Nightcrawler	18
Century worm[FF]	19
Corpse gatherer[M2]	19
Dragon, wyrm white	19
Famine spirit[M2]	19
Ragewind[M2]	19
Dragon, ancient crystal[M2]	20
Dragon, wyrm crystal[M2]	21
Shivhad*	21
Dragon, great wyrm crystal[M2]	23
Spirit of the land[M2]	23
Phoenix[M2]	24
Linnorm, dread[M2]	25
Giant, mountain[M2]	26
Hellfire wyrm[M2]	26
Linnorm, corpse tearer[M2]	28
Linnorm, gray[M2]	20
Dragon, great wyrm white	21

PLAINS ENCOUNTERS

Encounters on the plains are driven almost entirely by sight distance; most groups (especially mounted parties) can spot one another at distances up to 3 or 4 miles during daylight when the visibility is good. At night, creatures with darkvision have the advantage.

Note also that campfires on open plains can be seen up to 10 miles away, and may draw considerable attention. Rolling plains may reduce this distance to no more than 2 or 3 miles.

Cold Plains, EL 1–4

EL 1 d%	EL 2 d%	EL 3 d%	EL 4 d%	Creature	CR	Number EL 1	EL 2	EL 3	EL 4
01–06	—	—	—	Rat	1/8	8	—	—	—
07–09	01–05	01–04	—	Moonrat[M2]	1/4	4	8	11	—
10–15	06–08	05–06	—	Pony	1/4	4	8	11	—
16–21	09–14	08–09	01–05	Dire rat	1/3	3	6	8	11
22	15	10	06	Skeleton, human	1/3	3	6	8	11
23	16	11	07	Zombie, wolf	1/3	3	6	8	11
24	17	07	—	Zombie, kobold	1/2	2	4	6	8
25–26	18–19	12–14	08–10	Blood hawk[FF]	1/2	2	4	6	8
27–28	20–21	—	—	Feytouched[FF]	1/2	2	4	—	—
29–33	22–28	15–19	11–15	Neanderthal*	1/2	2	4	6	8
34–39	29–34	20–24	16–20	Orc	1/2	2	4	6	8
40–46	35–40	25–30	21–25	Zombie, human commoner*	1/2	2	4	6	8
47–56	41–46	31–35	26–30	Snow spider, Small*	1/2	2	4	6	8
57–60	47–49	36–37	31	Domovoi*	1	1	2	3	4
61–66	50–53	38–40	32–33	Felldrake, crested[M2]	1	1	2	3	4
67	54	41	34	Ghoul	1	1	2	3	4
68–69	55–56	42	35	Kaorti[FF]	1	1	2	3	4
70	57	43	36	Skeleton, wolf	1	1	2	3	4
71–79	58–63	44–48	37–40	Snow spider, Medium*	1	1	2	3	4
80–86	64–68	49–53	41–43	Wolf	1	1	2	3	4
87	69	54	44	Zombie, troglodyte	1	1	2	3	4
88–90	70–74	55–57	45–46	Branta*	2	1	1	2	2
91–92	75–76	58–59	47–49	Death dog[FF]	2	1	1	2	2
93–94	77–78	60–61	50–51	Dire hawk[M2]	2	1	1	2	2
95–96	79–80	62–63	52–53	Skeleton, owlbear	2	1	1	2	2
97	81–84	64–65	54	Skulk[FF]	2	1	1	2	2
98–99	85–87	66–68	55–59	Worg	2	1	1	2	2
—	88	69	60	Snowflake lichen (see page 16)*	3	—	1	1	1
—	89	70	61	Allip	3	—	1	1	1
—	90	71	62	Doppelganger	3	—	1	1	1
—	91–92	72–75	63–66	Felldrake, horned[M2]	3	—	1	1	1
—	93	76	67	Ghast	3	—	1	1	1

EL 1 d%	EL 2 d%	EL 3 d%	EL 4 d%	Creature	CR	Number EL 1	EL 2	EL 3	EL 4
—	94	77–78	68–69	Ice toad*	3	—	1	1	1
—	95	79	70	Shadow	3	—	1	1	1
—	96–97	80–83	71–74	Snow spider, Large*	3	—	1	1	1
—	98	84	75	Wight	3	—	1	1	1
—	99	85	76	Zombie, ogre	3	—	1	1	1
—	—	86–87	77–78	Bear, polar	4	—	—	1	1
—	—	88–89	79	Dire horse[M2]	4	—	—	1	1
—	—	90	80	Gargoyle	4	—	—	1	1
—	—	91–92	81–82	Megaloceros (dire animal)*	4	—	—	1	1
—	—	93	83	Skeleton, chimera	4	—	—	1	1
—	—	94–95	84–85	Snowcloak*	4	—	—	1	1
—	—	96–97	86	Terror bird[FF]	4	—	—	1	1
—	—	98	87	Vampire spawn	4	—	—	1	1
—	—	99	88	Zombie, minotaur	4	—	—	1	1
—	—	—	89–90	Bear, arctic*	5	—	—	—	1
—	—	—	91–93	Dire lion	5	—	—	—	1
—	—	—	94	Fensir[FF]	5	—	—	—	1
—	—	—	95	Fossergrim[FF]	5	—	—	—	1
—	—	—	96	Spawn of Kyuss[M2]	5	—	—	—	1
—	—	—	97–98	Winter wolf	5	—	—	—	1
—	—	—	99	Wraith	5	—	—	—	1
100	100	100	100	Roll on Cold Plains, EL 5–8 table					

Cold Plains, EL 5–8

EL 5 d%	EL 6 d%	EL 7 d%	EL 8 d%	Creature	CR	Number EL 5	EL 6	EL 7	EL 8
01–05	01–05	—	—	Blood hawk[FF]	1/2	8	11	—	—
06–10	06–10	—	—	Neanderthal*	1/2	8	11	—	—
11–15	11–15	—	—	Orc	1/2	8	11	—	—
16–21	16–19	—	—	Zombie, human commoner	1/2	8	11	—	—
22–26	20–23	—	—	Snow spider, Small*	1/2	8	11	—	—
27	24	—	—	Domovoi*	1	4	6	—	—
28–29	25–26	01–10	—	Felldrake, crested[M2]	1	4	6	8	—
30	27	11	01	Ghoul	1	4	6	8	11
31–34	28–31	12–15	02–06	Snow spider, Medium*	1	4	6	8	11
35–38	32–35	16–19	07–12	Wolf	1	4	6	8	11
39–42	36–39	20–22	13–18	Branta*	2	3	4	6	8
43–44	40–42	23–25	19–21	Death dog[FF]	2	3	4	6	8
45	43	26	22	Skulk[FF]	2	3	4	6	8
46–50	44–49	27–30	23–26	Worg	2	3	4	6	8
51–52	50	31	27	Felldrake, horned[M2]	3	2	3	4	6
53	51	32	28	Ghast	3	2	3	4	6
54	52	33	—	Shadow	3	2	3	4	—
55–61	53–55	34–36	29–30	Snow spider, Large*	3	2	3	4	6
62	56	37	31	Wight	3	2	3	4	6
63	57	38	32	Zombie, ogre	3	2	3	4	6
64–67	58	39	—	Bear, polar	4	1	2	3	—
68–70	59–60	40–41	33–35	Dire horse[M2]	4	1	2	3	4
71–73	61–62	42–45	36–37	Gargoyle	4	1	2	3	4
74–78	63–65	46–49	38–39	Megaloceros (dire animal)*	4	1	2	3	4
79	66	50	40	Skeleton, chimera	4	1	2	3	4
80–81	67	—	—	Snowcloak*	4	1	2	—	—
82–84	68–69	51–53	41–43	Terror bird[FF]	4	1	2	3	4
85	70	54	44	Vampire spawn	4	1	2	3	4
86	71	55	45	Zombie, minotaur	4	1	2	3	4
87–89	72–74	56–59	46–49	Bear, arctic*	5	1	1	2	2
90–91	75–77	60–63	50–51	Dire lion	5	1	1	2	2
92	78	64–65	52	Glyptodon (dire animal)*	5	1	1	2	2
93	79	66	53	Spawn of Kyuss[M2]	5	1	1	2	2
94	80–82	67–70	54–56	Winter wolf	5	1	1	2	2
95	83	71	57	Wraith	5	1	1	2	2
96	84–85	72–73	58–59	Giant, bog[FF]	6	1	1	1	2
97	86	74–75	60–61	Legendary eagle[M2]	6	1	1	1	2
98	87–88	76–77	62–64	Marzanna*	6	1	1	1	2
99	89–90	78–79	65–66	Icegaunt*	6	1	1	1	2

EL 5 d%	EL 6 d%	EL 7 d%	EL 8 d%	Creature	CR	Number EL 5	EL 6	EL 7	EL 8
—	91	80–82	67–68	Chimera	7	—	1	1	1
—	92	83–84	69	Frost salamander[M2]	7	—	1	1	1
—	93–94	85	70	Huecuva[FF]	7	—	1	1	1
—	95	86–87	71	Legendary wolf[M2]	7	—	1	1	1
—	96	88	72	Nimblewright[M2]	7	—	1	1	1
—	97	89–90	73–74	Remorhaz	7	—	1	1	1
—	98	91	75	Spectre	7	—	1	1	1
—	99	92	76	Swordwraith[FF]	7	—	1	1	1
—	—	93	77	Behir	8	—	—	1	1
—	—	94	78	Fensir rakka[FF]	8	—	—	1	1
—	—	95	79	Legendary horse[M2]	8	—	—	1	1
—	—	96–97	80–81	Megatherium[FF]	8	—	—	1	1
—	—	98	82	Mohrg	8	—	—	1	1
—	—	99	83	Nethersight mastiff[M2]	8	—	—	1	1
—	—	—	84	Bhut[FF]	9	—	—	—	1
—	—	—	85–87	Dire rhinoceros[FF]	9	—	—	—	1
—	—	—	88	Golem, ice*	9	—	—	—	1
—	—	—	89	Immoth[M2]	9	—	—	—	1
—	—	—	90	Indricothere[FF]	9	—	—	—	1
—	—	—	91–94	Legendary bear[M2]	9	—	—	—	1
—	—	—	95–96	Woolly mammoth (dire animal)*	9	—	—	—	1
—	—	—	97	Night hag	9	—	—	—	1
—	—	—	98	Rogue eidolon[M2]	9	—	—	—	1
—	—	—	99	Winterspawn*	9	—	—	—	1
100	100	100	100	Roll on Cold Plains, EL 9–12 table					

Cold Plains, EL 9–12

EL 9 d%	EL 10 d%	EL 11 d%	EL 12 d%	Creature	CR	Number EL 9	EL 10	EL 11	EL 12
01–03	—	—	—	Branta*	2	11	—	—	—
04–05	—	—	—	Death dog[FF]	2	11	—	—	—
06–11	—	—	—	Worg	2	11	—	—	—
12–13	01–02	—	—	Felldrake, horned[M2]	3	8	11	—	—
14	03	—	—	Ghast	3	8	11	—	—
15	—	—	—	Shadow	3	8	—	—	—
16–19	04–08	—	—	Snow spider, Large*	3	8	11	—	—
20	09	—	—	Wight	3	8	11	—	—
21–22	10–12	01–03	—	Dire horse[M2]	4	6	8	11	—
23–24	13–16	04–07	—	Gargoyle	4	6	8	11	—
25–27	17–20	08–12	—	Megaloceros (dire animal)*	4	6	8	11	—
28	21–22	13–16	—	Terror bird[FF]	4	6	8	11	—
29	23	17	—	Vampire spawn	4	6	8	11	—
30–33	24–29	18–20	01–06	Bear, arctic*	5	4	6	8	11
34	30	21–22	07–10	Dire lion	5	4	6	8	11
35	31	23	11	Fensir[FF]	5	4	6	8	11
36–40	32–35	24–27	12–17	Winter wolf	5	4	6	8	11
41	36	28	18	Wraith	5	4	6	8	11
42–43	37–39	29–32	19–23	Glyptodon (dire animal)*	5	4	6	8	11
44–45	40	33–34	24–27	Giant, bog[FF]	6	3	4	6	8
46	41	35	28	Marzanna*	6	3	4	6	8
47	42–43	36–38	29–30	Chimera	7	2	3	4	6
48	44	39	31	Huecuva[FF]	7	2	3	4	6
49	45	40	—	Legendary wolf[M2]	7	2	3	4	—
50	46	41	32	Spectre	7	2	3	4	6
51	47	42	—	Swordwraith[FF]	7	2	3	4	—
52–53	48	43	33–34	Behir	8	1	2	3	4
54	49	—	—	Fensir rakka[FF]	8	1	2	—	—
55	50	44–45	35–36	Legendary horse[M2]	8	1	2	3	4
56–59	51–54	46–49	37–42	Megatherium[FF]	8	1	2	3	4
60	55	50	43	Mohrg	8	1	2	3	4
61	56–57	51–54	44–49	Nethersight mastiff[M2]	8	1	2	3	4
62	58	55	50	Bhut[FF]	9	1	1	2	3
63–67	59–62	56–60	51–56	Dire rhinoceros[FF]	9	1	1	2	3
68	63	61	—	Golem, ice*	9	1	1	2	—

EL 9 d%	EL 10 d%	EL 11 d%	EL 12 d%	Creature	CR	Number EL 9	EL 10	EL 11	EL 12
69	64	—	—	Immoth[M2]	9	1	1	—	—
70–73	65–68	62–67	57–64	Indricothere[FF]	9	1	1	2	3
74–80	69–73	68–70	65–69	Legendary bear[M2]	9	1	1	2	3
81–85	74–79	71–75	70–74	Woolly mammoth *	9	1	1	2	3
86–87	80–81	76–77	75–76	Roll on Outsider Table III (page 223)	Varies	—	—	—	—
88	82	78	—	Rogue eidolon[M2]	9	1	1	2	—
89–90	83–84	79–80	77–78	Winterspawn*	9	1	1	2	3
91	85	81	79	Darkweaver[FF]	10	1	1	1	2
92	86	82	80–81	Entombed*	10	1	1	1	2
93–95	87–88	83–84	—	Ethereal ooze[FF]	10	1	1	1	—
96	89	85	82	Kelpie[FF]	10	1	1	1	2
97	90–91	86	83–84	Legendary tiger[M2]	10	1	1	1	2
98	92	87	85	Shedu[FF]	10	1	1	1	2
99	93	88	86	Spell weaver[M2]	10	1	1	1	2
—	94	89	87	Devourer	11	—	1	1	1
—	95–96	90–91	88–89	Tlalusk*	11	—	1	1	1
—	97	92	90	Spirit of the air[FF]	11	—	1	1	1
—	98	93	91	Ulgurstasta[FF]	11	—	1	1	1
—	99	94	92	Wraith, dread	11	—	1	1	1
—	—	95	93–94	Elemental weird[M2]	12	—	—	1	1
—	—	96–99	95–99	Frost worm	12	—	—	1	1
100	100	100	100	Roll on Cold Plains, EL 13–16 table					

Cold Plains, EL 13–16

EL 13 d%	EL 14 d%	EL 15 d%	EL 16 d%	Creature	CR	Number EL 13	EL 14	EL 15	EL 16
01–08	—	—	—	Ettin	6	11	—	—	—
09–16	—	—	—	Giant, bog[FF]	6	11	—	—	—
17	01–10	01–08	01–08	Marzanna (covey)*	6	3	3	3	3
				+ ogre	3	6	12	12	18
				+ giant, bog[FF]	6	6	8	12	12
18	—	—	—	Chimera	7	8	—	—	—
19	—	—	—	Huecuva[FF]	7	8	—	—	—
20	—	—	—	Spectre	7	8	—	—	—
21	19	—	—	Behir	8	6	8	—	—
22	20	09–10	—	Fensir rakka[FF]	8	4	6	6	—
				+ fensir[FF]	5	6	8	16	—
23	21	11–13	—	Legendary horse[M2]	8	6	8	11	—
24–29	22–27	14–19	—	Megatherium[FF]	8	6	8	11	—
30	28	20	—	Mohrg	8	6	8	11	—
31–35	29–33	21–25	—	Nethersight mastiff[M2]	8	6	8	11	—
36	34	26	09	Bhut[FF]	9	4	6	8	11
37–41	35–38	27–30	10–18	Dire rhinoceros[FF]	9	4	6	8	11
42–48	40–48	31–40	19–27	Indricothere[FF]	9	4	6	8	11
49–52	49–52	—	—	Legendary bear[M2]	9	4	6	—	—
53–60	53–59	41–51	28–39	Woolly mammoth (dire animal)*	9	4	6	8	11
61–62	60–62	52–53	40–45	Night hag	9	4	6	8	11
63–64	63–64	54–56	46–50	Winterspawn*	9	4	6	8	11
65–69	65–69	57–61	51–55	Entombed*	10	3	4	6	8
70–71	70–71	—	—	Legendary tiger[M2]	10	3	4	—	—
72	72	62	56	Dire polar bear (dire animal)*	11	2	3	4	6
73–76	73–76	63–65	57–60	Spirit of the air[FF]	11	2	3	4	6
77	77	66	61	Tlalusk*	11	2	3	4	6
78	78	67	62	Wraith, dread	11	2	3	4	6
79–81	79–82	68–74	63–67	Elemental weird[M2]	12	1	2	3	4
82–86	83–87	75–80	68–72	Frost worm	12	1	2	3	4
87–98	88–97	81–91	73–86	Roll on Outsider Table IV (page 224)	Varies	—	—	—	—
99	98	92–93	87–88	Nightwing	14	1	1	1	2
—	99	94	89–90	Nightmare beast[M2]	15	—	1	1	1
—	—	95	91	Gravecrawler[M2]	16	—	—	1	1
—	—	96	92	Jahi[M2]	16	—	—	1	1
—	—	97	93	Moonbeast[M2]	16	—	—	1	1
—	—	98	94	Nightwalker	16	—	—	1	1
—	—	99	95	Tempest[M2]	16	—	—	1	1
—	—	—	96	Banshee[M2]	17	—	—	—	1

EL 13 d%	EL 14 d%	EL 15 d%	EL 16 d%	Creature	CR	Number EL 13	EL 14	EL 15	EL 16
—	—	—	97	Deathbringer[M2]	17	—	—	—	1
—	—	—	98	Disenchanter[FF]	17	—	—	—	1
—	—	—	99	Effigy[M2]	17	—	—	—	1
100	100	100	100	Choose from Cold Plains, EL 17+ list					

Cold Plains, EL 17+

Creature	CR
Banshee[M2]	17
Deathbringer[M2]	17
Disenchanter[FF]	17
Effigy[M2]	17
Ethergaunt, black[FF]	17
Chilblain	18
Giant, shadow[FF]	18
Hullathoin[FF]	18
Nightcrawler (nightshade)	18
Century worm[FF]	19
Corpse gatherer[M2]	19
Famine spirit[M2]	19
Ragewind[M2]	19
Spirit of the land[M2]	23
Phoenix[M2]	24
Linnorm, dread[M2]	25
Hellfire wyrm[M2]	26
Fiendwurm[M2]	28
Linnorm, corpse tearer[M2]	28

AQUATIC ENCOUNTERS

Aquatic encounters have many variables, including weather, waves, type of water (fresh or salt), clarity and turbidity in the water column, whether the encounter is on the surface or underwater, and so forth. These tables are just rough guides to such complex environments—there are as many kinds of aquatic "terrain" as there are types of land-bound terrain.

Cold Aquatic, EL 1–6

EL 1–2 d%	EL 3–4 d%	EL 5–6 d%	Creature	CR	Number EL 1	EL 2	EL 3	EL 4	EL 5	El 6
01–15	01–09	—	Aquatic ooze, bloodbloater[FF]	1	1	2	3	4	—	—
16–25	10–15	—	Rusalka*	1	1	2	3	4	—	—
26–40	16–25	—	Selkie[FF]	1	1	2	3	4	—	—
41–70	26–35	01–20	Shark, Medium	1	1	2	3	4	6	8
71–80	36–40	21–25	Walrus (animal)*	2	1	1	2	2	3	4
81–99	41–55	26–40	Shark, Large	2	1	1	2	2	3	4
—	56–76	—	Vodyanoi*	3	—	—	1	1	—	—
—	77–94	41–55	Shark, Huge	4	—	—	1	1	1	2
—	95–99	56–60	Vine horror[FF]	4	—	—	1	1	1	2
—	—	61–64	Morkoth[M2]	5	—	—	—	—	1	1
—	—	65–74	Scrag (troll)	5	—	—	—	—	1	1
—	—	75–84	Whale, orca	5	—	—	—	—	1	1
—	—	85–90	Aquatic ooze, reekmurk[FF]	6	—	—	—	—	—	1
—	—	91–99	Pudding, white*	6	—	—	—	—	—	1
100	100	100	Roll on EL 7–8 column of Cold Aquatic, EL 7–12 table							

Cold Aquatic, EL 7–12

EL 7–8 d%	EL 9–10 d%	EL 11–12 d%	Creature	CR	Number EL 7	EL 8	EL 9	EL 10	EL 11	EL 12
01–14	01–13	—	Shark, Huge	4	3	4	6	8	—	—
15–27	14–16	—	Vine horror[FF]	4	3	4	6	8	—	—
28–40	17–30	01–10	Scrag (troll)	5	2	3	4	6	8	11
41–54	31–44	11–25	Whale, orca	5	2	3	4	6	8	11
55–69	—	—	Aquatic ooze, reekmurk[FF]	6	1	2	—	—	—	—
70–83	45–49	—	Pudding, white*	6	1	2	3	4	—	—
84–99	50–69	26–48	Malasynep*	7	1	1	2	3	4	6
—	70–80	49–72	Dire shark	9	—	—	1	1	2	3
—	81–85	73–79	Rimefire eidolon*	9	—	—	1	1	2	3
—	86–90	80–86	Zeuglodon (dire animal)*	9	—	—	1	1	2	3
—	91–93	87–88	Kelpie[FF]	10	—	—	1	1	1	2
—	94–96	89–95	Legendary shark[M2]	10	—	—	1	1	1	2
—	97–99	96–99	Malasynep mindmage*	10	—	—	1	1	1	2
100	100	100	Choose from Cold Aquatic, EL 12+ list							

Cold Aquatic, EL 12+

Creature	CR
Kraken	12
Sea drake[FF]	15
Lucent worm[FF]	17
Ocean strider[M2]	18
Giant, ocean[M2]	19
Leviathan[M2]	25

OUTSIDER ENCOUNTERS

These tables are meant to be used in conjunction with the terrain encounters. They are not independent encounter charts, but show only a rough guide to the outsiders that can be met as random encounters on the Material Plane.

Outsider Table 1

EL 1 d%	EL 2 d%	EL 3 d%	EL 4 d%	Creature	CR	Number EL 1	Number EL 2	Number EL 3	Number EL 4
01–02	01	01	01	Aasimar (planetouched)	1/2	2	4	6	8
03–04	02	02	02	Abyssal dire rat	1/2	2	4	6	8
05–06	03	03	03	Chaond (planetouched)[M2]	1/2	2	4	6	8
07–08	04	04	04	Formian worker	1/2	2	4	6	8
09–10	05	05	05	Maeluth (planetouched)[FF]	1/2	2	4	6	8
11–12	06	06	06	Mechanatrix (planetouched)[FF]	1/2	2	4	6	8
13–14	07	07	07	Shyft (planetouched)[FF]	1/2	2	4	6	8
15–16	08	08	08	Tiefling (planetouched)	1/2	2	4	6	8
17–18	09	09	09	Zenythri (planetouched)[M2]	1/2	2	4	6	8
19	10	10	10	Abrian[FF]	1	1	2	3	4
20–21	11	11	11	Bladeling[M2]	1	1	2	3	4
22–27	12–14	12–13	12–13	Elemental Small fire	1	1	2	3	4
28–33	15–17	14–15	14–15	Elemental, Small air	1	1	2	3	4
34–39	18–20	16–17	16–17	Elemental, Small earth	1	1	2	3	4
40–45	21–23	18–19	18–19	Elemental, Small water	1	1	2	3	4
46	24	20	20	Ether scarab[M2]	1	1	2	3	4
47–52	25–30	21–24	21	Githyanki	1	1	2	3	4
53–58	31–36	25–29	22	Githzerai	1	1	2	3	4
59–64	37–40	30–34	23	Varoot[FF]	1	1	2	3	4
65–67	41	35	24	Abyssal maw (demon)[M2]	2	1	1	2	2
68–70	42	36	25	Abyssal skulker (demon)[M2]	2	1	1	2	2
71–74	43	37	26	Archon, lantern	2	1	1	2	2
75–79	44–45	38–39	27	Azer	2	1	1	2	2
80–84	46–48	40–42	28	Bacchae[FF]	2	1	1	2	2
85–87	49–50	43–44	29	Celestial, lantern archon	2	1	1	2	2
88–90	51	45	30	Cranium rat lesser pack (swarm)[FF]	2	1	1	2	2
91–92	52	46	31	Dretch (demon)	2	1	1	2	2
93–94	53–54	47	32	Quasit (demon)	2	1	1	2	2
95–96	55–56	48	33	Imp (devil)	2	1	1	2	2
97–98	57	49	34	Stone spike[M2]	2	1	1	2	2
99	58	50	35	Thoqqua	2	1	1	2	2
—	59	51	36	Advespa (devil)[M2]	3	—	1	1	1
—	60	52	37	Arrowhawk, juvenile	3	—	1	1	1
—	61	53	38	Bloodbag imp[FF]	3	—	1	1	1
—	62	54	39	Bloodthorn[FF]	3	—	1	1	1
—	63	55	40	Celestial lion	3	—	1	1	1
—	64	56	41	Celestial, cervidal[M2]	3	—	1	1	1
—	65	57	42	Aoa droplet[FF]	3	—	1	1	1
—	66–67	58–59	43	Elemental, Medium air	3	—	1	1	1
—	68–69	60–61	44	Elemental, Medium earth	3	—	1	1	1
—	70–71	62–63	45	Elemental, Medium fire	3	—	1	1	1
—	72–73	64–65	46	Elemental, Medium water	3	—	1	1	1
—	74	66	47	Euphoric imp[FF]	3	—	1	1	1
—	75	67	48	Filth imp[FF]	3	—	1	1	1
—	76	68	49	Fire bat[M2]	3	—	1	1	1
—	77	69	50	Formian warrior	3	—	1	1	1
—	78	70–71	51–52	Hell hound	3	—	1	1	1
—	79	72–73	53–54	Howler	3	—	1	1	1
—	80	74	55	Kalareem[FF]	3	—	1	1	1
—	81	75	56	Khaasta[FF]	3	—	1	1	1
—	82	76	57–58	Magmin	3	—	1	1	1
—	83	77	59	Maug[FF]	3	—	1	1	1
—	84	78	60	Mephit, air	3	—	1	1	1
—	85	79	61	Mephit, dust	3	—	1	1	1
—	86	80	62	Mephit, earth	3	—	1	1	1
—	87	81	63	Mephit, fire	3	—	1	1	1
—	88	82	64	Mephit, ice	3	—	1	1	1
—	89	83	65	Mephit, magma	3	—	1	1	1

EL 1 d%	EL 2 d%	EL 3 d%	EL 4 d%	Creature	CR	Number EL 1	EL 2	EL 3	EL 4
—	90	84	66	Mephit, ooze	3	—	1	1	1
—	91	85	67	Mephit, salt	3	—	1	1	1
—	92	86	68	Mephit, steam	3	—	1	1	1
—	93	87	69	Mephit, water	3	—	1	1	1
—	94	88	70	Salamander, flamebrother	3	—	1	1	1
—	95	89	71	Skeroloth (yugoloth)[FF]	3	—	1	1	1
—	96	90	72	Tojanida, juvenile	3	—	1	1	1
—	97	91	73	Vargouille	3	—	1	1	1
—	98	92–93	74	Xorn, minor	3	—	1	1	1
—	99	94	75	Yeth hound	3	—	1	1	1
—	—	95–96	76–78	Archon, hound	4	—	—	1	1
—	—	97	79	Barghest	4	—	—	1	1
—	—	98	80	Skulvyn[FF]	4	—	—	1	1
—	—	99	81	Vorr[FF]	4	—	—	1	1
—	—	—	82	Abyssal ravager (demon)[M2]	5	—	—	—	1
—	—	—	83	Achaierai	5	—	—	—	1
—	—	—	84	Arrowhawk, adult	5	—	—	—	1
—	—	—	85	Barghest, Greater	5	—	—	—	1
—	—	—	86	Lupinal (celestial)[M2]	5	—	—	—	1
—	—	—	87	Cranium rat average pack (swarm)[FF]	5	—	—	—	1
—	—	—	88	Barbazu (devil)	5	—	—	—	1
—	—	—	89	Elemental, Large air	5	—	—	—	1
—	—	—	90	Elemental, Large earth	5	—	—	—	1
—	—	—	91	Elemental, Large fire	5	—	—	—	1
—	—	—	92	Elemental, Large water	5	—	—	—	1
—	—	—	93	Djinni (genie)	5	—	—	—	1
—	—	—	94	Haraknin (canomorph)[FF]	5	—	—	—	1
—	—	—	95	Jovoc (demon)[M2]	5	—	—	—	1
—	—	—	96	Nightmare	5	—	—	—	1
—	—	—	97	Ravid	5	—	—	—	1
—	—	—	98	Shadow mastiff	5	—	—	—	1
—	—	—	99	Tojanida, adult	5	—	—	—	1
100	100	100	100	Roll on Outsider Table II, EL 5 column					

Outsider Table II

EL 5 d%	EL 6 d%	EL 7 d%	EL 8 d%	Creature	CR	Number EL 5	EL 6	EL 7	EL 8
01–02	01–02	01	—	Archon, hound	4	1	2	3	—
03–04	03–04	02	—	Barghest	4	1	2	3	—
05–06	05–06	03	—	Skulvyn[FF]	4	1	2	3	—
07–08	07	04	—	Vorr[FF]	4	1	2	3	—
09–10	08	05	01	Abyssal ravager (demon)[M2]	5	1	1	2	3
11–14	09–11	06–07	02	Achaierai	5	1	1	2	3
15	12	08	03	Arrowhawk, adult	5	1	1	2	3
16–18	13–15	09–10	04	Chraal[M3]	5	1	1	2	3
19	16	11	05	Celestial, lupinal[M2]	5	1	1	2	3
20–22	17–18	12	06	Cranium rat average pack (swarm)[FF]	5	1	1	2	3
23–26	19–21	13–14	07	Barbazu (devil)	5	1	1	2	3
27–30	22–24	15–17	08–09	Elemental, Large air	5	1	1	2	3
31–34	25–27	18–20	10–11	Elemental, Large earth	5	1	1	2	3
35–38	28–30	21–23	12–13	Elemental, Large fire	5	1	1	2	3
39–42	31–33	24–26	14–15	Elemental, Large water	5	1	1	2	3
43–49	34–37	27–29	16–17	Djinni (genie)	5	1	1	2	3
50–52	38–39	30	18	Haraknin (canomorph)[FF]	5	1	1	2	3
53	40	31	19	Jovoc (demon)[M2]	5	1	1	2	3
54–56	41–42	32–33	20	Nightmare	5	1	1	2	3
57–59	43–44	34–35	21	Rejkar[M3]	5	1	1	2	3
60–63	45–49	36–39	22	Shadow mastiff	5	1	1	2	3
64	50	40	23	Tojanida, adult	5	1	1	2	3
65–68	51–55	41–44	24	Belker	6	1	1	1	2
69–71	56–59	45–46	25	Babau (demon)	6	1	1	1	2
72–74	60–63	47–48	26	Kyton (devil)	6	1	1	1	2
75–78	64–65	49	27	Bralani (eladrin)	6	1	1	1	2
79	66	50	28	Formian winged warrior[FF]	6	1	1	1	2

EL 5 d%	EL 6 d%	EL 7 d%	EL 8 d%	Creature	CR	Number EL 5	EL 6	EL 7	EL 8
80–84	67–69	51	29	Varrangoin, lesser[FF]	6	1	1	1	2
85–91	70–74	52–54	30–33	Salamander, average	6	1	1	1	2
92	75	55	34	Sillit[FF]	6	1	1	1	2
93–95	76–78	56–58	35	Slaad, mud[FF]	6	1	1	1	2
96	79	59	36	Xill	6	1	1	1	2
97–99	80–82	60–61	37	Xorn, average	6	1	1	1	2
—	83	62	38	Amnizu (devil)[M2]	7	—	1	1	1
—	84	63	39	Chaos beast	7	—	1	1	1
—	85	64–65	40–41	Succubus (demon)	7	—	1	1	1
—	86	66	42	Hellcat (devil)	7	—	1	1	1
—	87–88	67–69	43–44	Elemental, Huge air	7	—	1	1	1
—	89–90	70–72	45–46	Elemental, Huge earth	7	—	1	1	1
—	91–92	73–75	47–48	Elemental, Huge fire	7	—	1	1	1
—	93–94	76–78	49–50	Elemental, Huge water	7	—	1	1	1
—	95	79	51	Formian taskmaster	7	—	1	1	1
—	96	80–81	52	Invisible stalker	7	—	1	1	1
—	97	82	53	Lillend	7	—	1	1	1
—	98	83–84	54–55	Slaad, red	7	—	1	1	1
—	99	85	56	Slasrath[FF]	7	—	1	1	1
—	—	86	57	Arrowhawk, elder	8	—	—	1	1
—	—	87	58–59	Bodak	8	—	—	1	1
—	—	88	60	Erinyes (devil)	8	—	—	1	1
—	—	89	61	Formian (armadon)[FF]	8	—	—	1	1
—	—	90	62–63	Djinni noble (genie)	8	—	—	1	1
—	—	91–92	64–65	Efreeti (genie)	8	—	—	1	1
—	—	93	66	Glimmerskin[M2]	8	—	—	1	1
—	—	94	67	Kuldurath[FF]	8	—	—	1	1
—	—	95	68	Locust swarm, bloodfiend (swarm)[FF]	8	—	—	1	1
—	—	96	69	Palrethree (demon)[M2]	8	—	—	1	1
—	—	97	70	Slaad, blue	8	—	—	1	1
—	—	98	71	Swarm, hellwasp	8	—	—	1	1
—	—	99	72	Xorn, elder	8	—	—	1	1
—	—	—	73–74	Avoral (guardinal)	9	—	—	—	1
—	—	—	75	Vrock (demon)	9	—	—	—	1
—	—	—	76	Osyluth (devil)	9	—	—	—	1
—	—	—	77–78	Elemental, greater air	9	—	—	—	1
—	—	—	79–80	Elemental, greater earth	9	—	—	—	1
—	—	—	81–82	Elemental, greater fire	9	—	—	—	1
—	—	—	83–84	Elemental, greater water	9	—	—	—	1
—	—	—	85	Ferrumach (rilmani)[FF]	9	—	—	—	1
—	—	—	86	Fhorge[FF]	9	—	—	—	1
—	—	—	87	Half-troll barbazu[FF]	9	—	—	—	1
—	—	—	88	Hell hound, Nessian warhound	9	—	—	—	1
—	—	—	89	Zelekhut (inevitable)	9	—	—	—	1
—	—	—	90	Malebranche (devil)[M2]	9	—	—	—	1
—	—	—	91	Maurezhi (demon)[FF]	9	—	—	—	1
—	—	—	92	Deva, movanic[FF]	9	—	—	—	1
—	—	—	93	Night hag	9	—	—	—	1
—	—	—	94	Piscoloth (yugoloth)[FF]	9	—	—	—	1
—	—	—	95	Slaad, green	9	—	—	—	1
—	—	—	96	Tojanida, elder	9	—	—	—	1
—	—	—	97	Vaporighu[M2]	9	—	—	—	1
—	—	—	98	Vultivor (canomorph)[FF]	9	—	—	—	1
—	—	—	99	Zovvut (demon)[M2]	9	—	—	—	1
100	100	100	100	Roll on Outsider Table III, EL 9 column					

Outsider Table III

EL 9 d%	EL 10 d%	EL 11 d%	EL 12 d%	Creature	CR	Number EL 9	EL 10	EL 11	EL 12
01–03	01–02	01	—	Arrowhawk, elder	8	1	2	3	—
04–06	03–05	02–03	—	Bodak	8	1	2	3	—
07–09	06–07	04–05	01–02	Erinyes (devil)	8	1	2	3	4
10–11	08–09	06–07	03–04	Formian (armadon)[FF]	8	1	2	3	4
12–13	10–11	08	—	Djinni noble (genie)	8	1	2	3	—
14–16	12–14	09–10	05–06	Efreeti (genie)	8	1	2	3	4
17	15	11	—	Glimmerskin[M2]	8	1	2	3	—
18	16	12	07	Kuldurath[FF]	8	1	2	3	4
19	17	13	08	Locust swarm, bloodfiend (swarm)[FF]	8	1	2	3	4
20	18	14	09	Palrethree (demon)[M2]	8	1	2	3	4
21–23	19–21	15–16	10–11	Slaad, blue	8	1	2	3	4
24	22	17	12	Swarm, hellwasp	8	1	2	3	4
25–26	23	18	13	Xorn, elder	8	1	2	3	4
27–28	24–25	19–20	14–15	Avoral (guardinal)	9	1	1	2	3
29–30	26–27	21–22	15–16	Vrock (demon)	9	1	1	2	3
31–33	28–29	23–24	17–18	Osyluth (demon)	9	1	1	2	3
34–36	30–31	25–26	19–20	Elemental, greater air	9	1	1	2	3
37–39	32–33	27–28	21–22	Elemental, greater earth	9	1	1	2	3
40–42	34–35	29–30	23–24	Elemental, greater fire	9	1	1	2	3
43–45	36–37	31–32	25–26	Elemental, greater water	9	1	1	2	3
46–48	38–39	33–34	27–28	Ferrumach (rilmani)[FF]	9	1	1	2	3
49–50	40–41	34	29	Fhorge[FF]	9	1	1	2	3
51	42	35	30	Half-troll barbazu[FF]	9	1	1	2	3
52	43	36	31	Hell hound, Nessian warhound	9	1	1	2	3
53–54	44–45	37	32	Zelekhut (inevitable)	9	1	1	2	3
55–58	46–47	38–39	33–34	Malebranche (devil)[M2]	9	1	1	2	3
59–63	48–49	40–41	35–36	Maurezhi (demon)[FF]	9	1	1	2	3
64–65	50	42	37	Deva, movanic[FF]	9	1	1	2	3
66	51	43	38	Night hag	9	1	1	2	3
67–70	52–53	44–45	39	Piscoloth (yugoloth)[FF]	9	1	1	2	3
71–74	54–55	46–47	40–41	Slaad, green	9	1	1	2	3
75	56	48	42	Tojanida, elder	9	1	1	2	3
76–78	57	49–50	43	Vaporighu[M2]	9	1	1	2	3
79–80	58	51	44	Vultivor (canomorph)[FF]	9	1	1	2	3
81–82	59–60	52–53	45–46	Zovvut (demon)[M2]	9	1	1	2	3
83–85	61	54–55	47–48	Abyssal ghoul[FF]	10	1	1	1	2
86	62	56	49	Darkweaver[FF]	10	1	1	1	2
87–88	63–64	57–58	50–51	Bebilith (demon)	10	1	1	1	2
89	65	59	52	Formian myrmarch	10	1	1	1	2
90	66	60	53	Maelephant[FF]	10	1	1	1	2
91–92	67–68	61–62	54–55	Marraenoloth (yugoloth)[M2]	10	1	1	1	2
93–94	69–70	63–64	56	Varrangoin, rager[FF]	10	1	1	1	2
95–96	71–72	65–66	57–58	Salamander, noble	10	1	1	1	2
97–98	73–74	67–68	59–60	Slaad, gray	10	1	1	1	2
99	75	69	61	Yagnoloth (yugoloth)[M2]	10	1	1	1	2
—	76	70	62	Varrangoin, arcanist[FF]	11	—	1	1	1
—	77	71	63	Cauchemar (nightmare)	11	—	1	1	1
—	78	72	64	Cranium rat greater pack (swarm)[FF]	11	—	1	1	1
—	79–81	73–74	65–66	Hezrou (demon)	11	—	1	1	1
—	82	75	67	Retriever (demon)	11	—	1	1	1
—	83–84	76–77	68–69	Cornugon (devil)	11	—	1	1	1
—	85–86	78–79	70–71	Hamatula (devil)	11	—	1	1	1
—	87–88	80–82	72–73	Elemental, elder air	11	—	1	1	1
—	89–90	83–84	74–75	Elemental, elder earth	11	—	1	1	1
—	91–92	85–86	76–77	Elemental, elder fire	11	—	1	1	1
—	93–94	87–88	78–79	Elemental, elder water	11	—	1	1	1
—	95	89	80	Farastu (demodand)[FF]	11	—	1	1	1
—	96	90	81	Formian observer[FF]	11	—	1	1	1
—	97	91	82	Half-dragon celestial lammasu	11	—	1	1	1
—	98	92	83	Phiuhl[FF]	11	—	1	1	1
—	99	93	84	Shadurakul (canomorph)[FF]	11	—	1	1	1
—	—	94	85	Bonespear[FF]	12	—	—	1	1
—	—	95	86	Cuprilach (rilmani)[FF]	12	—	—	1	1
—	—	96	87	Ethereal slayer[M2]	12	—	—	1	1

EL 9 d%	EL 10 d%	EL 11 d%	EL 12 d%	Creature	CR	Number EL 9	EL 10	EL 11	EL 12
—	—	97	88	Leonal (guardinal)	12	—	—	1	1
—	—	98	89	Kolyarut (inevitable)	12	—	—	1	1
—	—	99	90	Deva, monadic[FF]	12	—	—	1	1
—	—	—	91–92	Ghaele (eladrin)	13	—	—	—	1
—	—	—	93	Glabrezu (demon)	13	—	—	—	1
—	—	—	94	Gelugon (devil)	13	—	—	—	1
—	—	—	95	Jarilith (demon)[M2]	13	—	—	—	1
—	—	—	96	Kelubar (demodand)[FF]	13	—	—	—	1
—	—	—	97	Living holocaust[FF]	13	—	—	—	1
—	—	—	98	Slaad, death	13	—	—	—	1
—	—	—	99	Steel predator[FF]	13	—	—	—	1
100	100	100	100	Roll on Outsider Table IV, EL 13 column					

Outsider Table IV

EL 13 d%	EL 14 d%	EL 15 d%	EL 16 d%	Creature	CR	Number EL 13	EL 14	EL 15	EL 16
01–08	01–06	01–05	01–04	Bonespear[FF]	12	1	2	3	4
09–16	07–12	06–10	05–08	Cuprilach (rilmani)[FF]	12	1	2	3	4
17–25	13–16	11–14	09–13	Ethereal slayer[M2]	12	1	2	3	4
26–30	17–19	15–16	14–15	Leonal (guardinal)	12	1	2	3	4
31–36	20–23	17–21	16–19	Kolyarut (inevitable)	12	1	2	3	4
37–42	24–27	22–25	20–23	Deva, monadic[FF]	12	1	2	3	4
43–57	28–37	26–34	24–30	Glabrezu (demon)	13	1	1	2	3
58–67	38–49	35–41	31–35	Gelugon (devil)	13	1	1	2	3
68–71	50–55	42–50	36–38	Ghaele (eladrin)	13	1	1	2	3
72–78	56–65	51–55	39–44	Jarilith (demon)[M2]	13	1	1	2	3
79–81	66–71	56–60	45–50	Kelubar (demodand)[FF]	13	1	1	2	3
82–83	72–74	61–62	51–52	Living holocaust[FF]	13	1	1	2	3
84–87	75–78	63–68	53–60	Slaad, death	13	1	1	2	3
88	79–80	69–70	61–63	Steel predator[FF]	13	1	1	2	3
89–91	81–83	71–73	64–66	Alkilith (demon)[FF]	14	1	1	1	2
92	84	74	67	Astral deva (angel)	14	1	1	1	2
93–94	85–87	75–77	68–69	Blood fiend (demon)[FF]	14	1	1	1	2
95	88–89	78–79	70	Archon, trumpet	14	1	1	1	2
96–97	90–93	80–85	71–76	Nalfeshnee (demon)	14	1	1	1	2
98–99	94–95	86–87	77	Rukarazyll[M2]	14	1	1	1	2
—	96	88–89	78–79	Basilisk, Abyssal greater	15	—	1	1	1
—	97	90	80	Elemental weird, ice*	15	—	1	1	1
—	98	91–92	81–82	Marut (inevitable)	15	—	1	1	1
—	99	93	83	Elemental weird, snow*	15	—	1	1	1
—	—	94–95	84–85	Abyssal ant (swarm)[FF]	16	—	—	1	1
—	—	96	86	Planetar (angel)	16	—	—	1	1
—	—	97	87	Archon, hound hero	16	—	—	1	1
—	—	98–99	88–90	Shator (demodand)[FF]	16	—	—	1	1
—	—	—	91–92	Arcanaloth (yugoloth)[M2]	17	—	—	—	1
—	—	—	93–94	Aurumach (rilmani)[FF]	17	—	—	—	1
—	—	—	95–96	Marilith (demon)	17	—	—	—	1
—	—	—	97	Formian queen	17	—	—	—	1
—	—	—	98	Quarut (inevitable)[FF]	17	—	—	—	1
—	—	—	99	Wastrilith (demon)[FF]	17	—	—	—	1
100	100	100	100	Choose from Outsider Table V					

Outsider Table V

Creature	CR	Creature	CR	Creature	CR
Kelvezu (demon)[M2]	18	Balor (demon)	20	Paeliryon (devil)[FF]	22
Xerfilstyx (devil)[FF]	18	Pit fiend (devil)	20	Solar (angel)	23
Chronotyryn[FF]	19	Myrmyxicus (demon)[FF]	21	Klurichir (demon)[FF]	25
Varakhut (inevitable)[FF]	19	Titan	21		

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Frostburn Errata

Errata Rule: Primary Sources

When you find a disagreement between two D&D rules sources, unless an official errata file says otherwise, the primary source is correct. One example of a primary/secondary source is text taking precedence over a table entry. An individual spell description takes precedence when the short description in the beginning of the spells chapter disagrees. A monster's statistics block supersedes the descriptive text.

Another example of primary vs. secondary sources involves book and topic precedence. The *Player's Handbook*, for example, gives all the rules for playing the game, for PC races, and the base class descriptions. If you find something on one of those topics from the *Dungeon Master's Guide* or the *Monster Manual* that disagrees with the *Player's Handbook*, you should assume the *Player's Handbook* is the primary source. The *Dungeon Master's Guide* is the primary source for topics such as magic item descriptions, special material construction rules, and so on. The *Monster Manual* is the primary source for monster descriptions, templates, and supernatural, extraordinary, and spell-like abilities.

Page 125: Dwarf, Midgard

Delete the third sentence of the Alternate Form special quality.

Page 145: Marzanna

In the list of spell-like abilities, replace *alter self* with *disguise self*.

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CURSE OF THE *RUSTY WALRUS*

A web enhancement for *Frostburn*

A Short Adventure for Four 8th-Level Player Characters

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Frostburn introduces a wealth of information for players and Dungeon Masters whose campaigns happen to be set in frozen lands such as the north pole, a high mountain pass, a frozen outer plane, or somewhere equally inhospitable. While these dangerous realms are rife with adventure and would make excellent locations for any number of exciting campaigns, it s not a simple matter to abandon a current campaign and start up a new one. Of course, you could just have the PCs go on one or two adventures set in such a region, eventually to return to warmer climates and the main campaign.

Yet you don t have to make the PCs travel to the distant glaciers or frozen outer planes just to get some use out of this book. Nor do you need to start up a brand new campaign set in the Land of Black Ice, or the Great Glacier, or even Stygia. You can bring the frost to the PCs!

Curse of the Rusty Walrus is a short adventure for 8th-level player characters (PCs). You can use it as inspiration or as a starting point for adventures that utilize the new rules and options presented in *Frostburn*. As always, feel free to adapt the material presented here as you see fit to make it work with your campaign.

PREPARATION

You (the DM) need the D&D core rulebooks the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual* as well as *Frostburn*—to run this adventure. This scenario utilizes the D&D v.3.5 rules.

To get started, print out the adventure. Read through the scenario at least once to familiarize yourself with the situation, threats, and major NPCs (particularly their motivations). You must decide where the action takes place, but any port city in your campaign world will do. The adventure includes some suggestions for encounter areas, but no map is provided, and the area descriptions are left to you.

Finally, review the information on the icegaunts and the frostfell ghost in *Frostburn*. Monster and NPC statistics are provided with each encounter in abbreviated form or, where appropriate, the proper page in *Frostburn* is referenced.

ADVENTURE BACKGROUND

Several decades ago, a down-on-his-luck half-elf known as Captain Kerakes lost his ship after a run of bad luck in a game of dice. So when an investor approached him with an offer of a new ship and three-month mission, he jumped at the chance.

His new employer was a rich but somewhat miserly nobleman named Jarren Skein. Having heard rumors of the glacier dwarves and their amazing weaponcraft, he had become obsessed with obtaining some of their weapons as trophies. Skein made Kerakes the captain of a ship called the *Rusty Walrus* and promised him a sizeable commission upon his return with the desired glacier dwarf weapons.

THE FATE OF THE *RUSTY WALRUS*

When Captain Kerakes put to sea, he had no idea where to find the glacier dwarves, but the captain of a whaling vessel in a faraway port told him to seek the dwarves in a glacier called the Glittering Gnasher. Armed with that information, he sailed north into a frosty reach of sea where icebergs made the going treacherous. But it soon became apparent that Skein had cut corners wherever he could when preparing the *Rusty Walrus* for departure, though he had managed to hide the ship s sorry state well. The food stores rotted early because they were of low quality, the sails ripped easily, and the ropes frayed and snapped. Even the timbers from which the ship s hull was built showed signs of early wear and needed constant repair. Yet Kerakes was a popular captain, and the members of his crew were devoted to him, so they pressed on.

A month after it left port, the *Rusty Walrus* entered a particularly dangerous sea choked with icebergs and ice floes. The Glittering Gnasher lay near the center of this sea on a sizable island. Shortly after entering this frozen sea, the *Rusty Walrus* came upon another ship frozen in the ice. Kerakes decided to see whether his crew could salvage anything from the derelict ship. If they could restock their dwindling supplies, they could continue their voyage; otherwise, they would have to turn back in defeat. Captain Kerakes quickly set off with a few crew members to investigate the icelocked ship.

As Kerakes and his men explored the derelict vessel, which was called the *Blue Puffin*, they noticed disturbing similarities between it and their own ship. The *Blue Puffin* s stores were frozen and rotted, its sails were low quality, and its hull was shabby and leaky. The evidence was clear the *Rusty Walrus* wasn t the first expedition Skein had funded, and his policy of cutting corners had likely sealed both ships doom. Enraged and more than a little ashamed of himself for failing to notice his ship s condition earlier, Kerakes gathered his men and announced that they would be returning home. Just then, however, the crew of the *Blue Puffin* appeared.

Dozens of frozen undead creatures known as icegaunts suddenly burst from the surrounding ice and swarmed over the ship. They tore through the boarding party with a terrible glee, but Kerakes managed to escape the slaughter and stage a hasty retreat in the skiff. Meanwhile, the icegaunts had spotted other prey. By leaping from one ice floe to another, they managed to board the *Rusty Walrus* and attack the rest of its crew.

Overcome with despair and horror, Captain Kerakes rowed the skiff back to his ship, but he was too late to save his loyal crew. Just as he arrived, the undead withdrew, perhaps sensing that it was the cruelest action they could take.

Unable to sail the *Rusty Walrus* alone, Kerakes was stranded in the unforgiving ice. Rowing the skiff to the glacier offered a slim chance for survival, but he opted to remain with his ship and use it as a base from which to hunt the icegaunts. He pursued them over the ice floes, but they always evaded and taunted him. Eventually succumbing to rage and frustration, Kerakes slashed his wrists and died, still thirsting for revenge. Because of the circumstances of his death, Captain Kerakes returned from the dead as a frostfell ghost.

SKEIN'S INVESTMENTS

When the three months allotted for the mission had come and gone, Skein assumed that Captain Kerakes had abandoned the mission. Enraged, the merchant spared no expense trying to track the *Rusty Walrus* down. After two years of failed attempts to locate it by magic and by expedition, he gave up his investment as a loss.

Eventually, Jarren Skein passed away, and his heirs turned their attention to more local matters. The fate of the *Rusty Walrus* remained unknown, but plenty of old salts were willing to speculate in seaside taverns about what had happened to it. Soon the *Rusty Walrus* joined innumerable other lost ships and missing expeditions in the folklore of the sea.

THE RETURN OF THE *RUSTY WALRUS*

After several decades, an unnaturally warm summer caused the section of ice holding the *Rusty Walrus* to break free. Whether by the will of Kerakes s ghost or merely the turn of the tides, it floated steadily south toward the town where Skein had lived.

For weeks it floated on the current, its hull still encased in its icy prison. Finally, it reached the coast from which its ill-fated mission had been launched. When the sun rose after a savage, night-long storm, incredulous townsfolk marveled at the ship afloat in their harbor a frost-covered galley with a rusted metal

walrus for a figurehead. The *Rusty Walrus* had, at long last, returned to its home port.

ADVENTURE SYNOPSIS

The PCs must board the wreck of the *Rusty Walrus* and defeat the undead that infest it. Later, the ghost of Captain Kerakes begins to wreak vengeance on Jarren Skein s heirs. The PCs must determine the reason for the string of murders and track down the perpetrator.

ADVENTURE HOOKS

As DM, you know best how to involve your PCs in an adventure. You can use the following hooks to spur your imagination, modifying them as necessary to fit your campaign or the characters.

- The PCs are traveling by ship when a furious storm overtakes their vessel one evening. Throughout the night, they catch glimpses of a ghost ship locked in an ice floe (the *Rusty Walrus*). At their next port of call, the PCs find the *Rusty Walrus*, still locked in its ice floe, sitting in the harbor and blocking shipping. Officials from the port (or perhaps their own ship s captain) ask the PCs to investigate.
- Shortly before the reappearance of the *Rusty Walrus*, the PCs hear a sea tale claiming that the ill-fated vessel had a fortune in glacier dwarf goods aboard when it was lost.
- One of Jarren Skein s heirs the titular owner of the *Rusty Walrus* contacts the PCs and requests that they investigate the newly returned ship.

BEGINNING THE ADVENTURE

The *Curse of the Rusty Walrus* is an event-driven scenario that takes place aboard a wrecked ship in the port to which it has returned. The adventure begins with encounter A, but the other encounters may be used in any order that the PCs actions dictate. In most cases, the PCs should explore the *Rusty Walrus* first (encounter B), but if they don t board it right away, Kerakes begins his attacks on Jarren Skein s heirs first (encounter D).

A. THE *RUSTY WALRUS* RETURNS

Read or paraphrase the following on the morning after the storm, when the PCs look out into the harbor.

> Explorers ships often arrive in port with cargo holds full of strange and exotic goods and crews ready to tell of their high adventures and new discoveries. But such ships usually arrive intact and occupied, unlike the one now floating in the harbor.
>
> A ragged galley with a rusty iron walrus for a figurehead floats just at the mouth of the harbor, blocking shipping channels. Its hull is encased in an ice floe about 200 feet across. Ice and snow coat its decks and tattered rigging, and no one seems to be aboard.

If the characters don t offer to investigate on their own, the harbormaster asks around in the dockside taverns for adventurers willing to board the ghost ship for a fee. None of the city s guards can be spared, and the ships crews are too superstitious to approach an obvious ghost ship.

B. BOARDING THE *RUSTY WALRUS*

Kerakes s supernatural wrath keeps the wreck of the *Rusty Walrus* locked in perpetual winter. The temperature within a 100-foot radius of the ship remains cold (about 10° Fahrenheit) regardless of the ambient temperature in the harbor. The cold keeps the ice floe surrounding the ship and the icy coating on the rigging from melting, no matter what the climate or season. For each hour spent within 100 feet of the *Rusty Walrus*, each unprotected character must make a Fortitude save (DC 15, +1 per previous check) or take 1d6 points of nonlethal damage from the cold. Further details on the effects of cold can be found on page 9 in *Frostburn*.

A character can walk across the ice to board the ship, but movement is at half speed on the slippery surface. A DC 10 Balance check is required to run or charge across the ice.

Characters who cannot fly must climb up the side of the trapped ship to reach its deck. Clambering up the ice-slick hull requires a successful DC 15 Climb check (or a DC 10 Climb check if a rope is used).

B1. The *Rusty Walrus*

The *Rusty Walrus* is no longer seaworthy. Over the years, its lower hull has been crushed by the ice entombing it, but paradoxically, that 20-foot-thick, 200-foot-diameter chunk of ice is what now keeps it afloat.

B2. The Upper Decks

Despite the damage to the ship, most of the upper decks are still in fairly good shape. The main deck is about 60 feet long and 40 feet wide, and the forecastle and sterncastle are each about 8 feet high and 40 feet square.

The upper decks show signs of a massive, bloody battle. Swaths of frozen blood stain the planks, and the ship lists at a noticeable angle toward the starboard side. Moving along this icy surface requires a successful DC 15 Balance check. Any character who doesn t have at least 5 ranks in Balance is considered flat-footed while balancing and must make a Balance check to remaining standing if she takes any damage, as noted in the Balance skill description.

B3. The Lower Decks (EL 6, 8, or 9)

Below the main deck are the remains of the ship s hold, which now has an uneven ice floor strewn with broken timbers, shattered crates and barrels, and even a few stones that once served as ballast for the ship. Under the forecastle and the sterncastle are the captain s cabin, some small cabins and berthing areas for the crew, plus the ship s galley. The lower decks have been sheltered from the elements, and while they are still cold, the DC for the Balance check to move along these floors is only 10.

The situation quickly becomes dangerous once the PCs start investigating the lower decks, since the remaining undead crew members lurk here.

Creatures: Transformed into icegaunts by the cursed crew of the *Blue Puffin*, ten former members of the *Rusty Walrus* s crew lurk in the ruined ship and in the ice below it. They are led by Perrin Mandath, the one-time first mate of the *Rusty Walrus*.

Icegaunts (9): hp 68 each; see *Frostburn*, page 141.

Perrin Mandath (Icegaunt): hp 80; see *Frostburn*, page 141.

Tactics: Although the icegaunts have no use for treasure, they understand its value to the living. In several places, they have used equipment scavenged from their own dead bodies to create lures with which to lead greedy PCs into ambushes.

Since each icegaunt is a CR 6 monster, the creatures should attack the party either singly or in pairs. Perrin Mandath should be the last one encountered, and he may have up to two other icegaunts with him if the PCs have been having too easy a time with his fellows.

Treasure: The PCs find treasure appropriate for the encounters they have faced throughout the lower decks. In Captain Kerakes s cabin is an unlocked sea chest that contains his ship s log. His notes are written in Common, and the book contains an account of the *Rusty Walrus* s voyage, at least up to the sighting of the *Blue Puffin*.

Go to encounter C when the PCs have finished aboard the ship.

C. THE *RUSTY WALRUS* SALVAGED

The PCs can gain little information from the ruined ship, aside from the fact that the crew members seem to have turned into undead creatures, but their patron (if any) rewards them nevertheless. Once the icegaunts have been cleared from the *Rusty Walrus*, the ship and its block of ice are towed to an abandoned pier and moored there for later investigation.

Go to encounter D when the ship is moored, or 24 hours after it reaches port if the PCs have not yet begun to investigate it.

D. DEATH ON THE DOCKS

The night after the *Rusty Walrus* arrives, a terrible fate befalls a prominent local merchant. The following morning, his body is found in his home, frozen solid and wearing an expression of abject terror. Over the next several days, more and more citizens die in a similar manner, including the owner of an inn, a local politician, and other well-known individuals. Curiously, beggars and other slum-dwellers also seem to be succumbing to the strange frozen death in equal numbers, although the government and the city watch seem less interested in those deaths than in the demise of more important citizens.

If the PCs do not take notice of these events and investigate them on their own, the leader of the watch requests their aid after the third important citizen dies.

D1. Investigation

The citizens cooperate fully with the investigation and answer all questions put to them. A few interviews or a visit to the local Hall of Records should reveal that all the important citizens who died are related to one another in some way. (In fact, they are all scions of the Skein family.) A bit more research reveals that Jarren Skein, a now-deceased merchant, was the owner of the *Rusty Walrus*. If they present their findings to their patron (or to any civic official), that individual becomes quite nervous and asks for their aid in stopping this string of frozen deaths, since he too is a descendent of Jarren Skein.

If you re feeling particularly devious, you can introduce a new complication into this plot. After the PCs realize that many of the victims are related, they might do some research to find the names of all those who share the Skein bloodline. Imagine their shock at finding one of their own names on this family tree!

D2. The Truth

The murders are the work of Captain Kerakes s ghost. Robbed of the chance to kill his nemesis, Kerakes has

instead decided to stalk and kill Jarren Skein s descendants. The night after the *Rusty Walrus* arrived in town, Kerakes entered the slums, possessed a diseased beggar, and sought out Jarren Skein s old home. After determining that a Skein still lived there, he abandoned and killed the beggar, then killed the current owner of the house.

Now the ghost wanders the streets by day in the guise of a beggar to research and locate his next victim. At night, he abandons and kills the beggar, then seeks out and slays his new victim. He repeats the process, possessing a new beggar each day and killing a new Skein descendant each night, until the PCs stop him or until all twenty-one local Skeins are slain.

D3. Ending the Killing Spree (CR 9)

The PCs can learn of the ghost by using spells such as *speak with dead* on his victims. Alternatively, they may simply encounter him if they patrol the slums in the early mornings, or if they gather the surviving Skeins together for protection.

Creature: The PCs can encounter Captain Kerakes either accidentally while investigating the murders or purposely at a time and place of their own choosing.

Captain Yengi Kerakes: hp 45; see Appendix for statistics.

Tactics: The ghost of Captain Kerakes is intent on slaying the descendents of Jarren Skein, but he does not hesitate to kill anyone who stands in his way either. He may use his malevolence ability to possess one of them and attack the others, or he may simply use his frigid touch against as many opponents as possible.

Development: Destroying the ghost doesn t necessarily end its threat, since he simply rejuvenates in 2d4 days and returns to finish the job. Only by burning the ruined *Rusty Walrus* (and thereby destroying the ghost s link to the living realm) can the frostfell menace be ended before all the Skeins are dead.

APPENDIX: THE MONSTERS

This adventure features two monsters from *Frostburn:* icegaunts and a frostfell ghost.

THE ICEGAUNTS

Over long winters or on high mountain peaks, corpses eventually become freeze-dried husks. When animated by supernatural effects (usually as the result of sacrifices to mountain gods), these desiccated frozen bodies become icegaunts.

Icegaunts are normally encountered only in the highest mountain peaks, but the crew of the *Blue Puffin* recovered an ancient icegaunt from a block of ice while searching for replacement supplies after their ship was stranded in the icy waste. This creature turned the crew of the derelict ship into icegaunts, and it still haunts the distant wreck of the *Blue Puffin* today.

CAPTAIN YENGI KERAKES

When he manifests, Captain Kerakes appears as a once-handsome half-elf with frozen skin and flesh and an expression of cruelty and hatred. His forearms still bear the deep slashes of his suicide, and glittering, razor-sharp icicles of blood hang from his wrists. When he attacks in his manifested form using his frigid touch, he does so with these razor-sharp, ghostly bloodcicles. These are also the weapons he uses against ethereal opponents, though in that case they function as daggers.

A frostfell ghost is usually bound to the site of its demise the *Rusty Walrus,* in Kerakes s case. But since he is a seafarer, Kerakes is also free to roam the *Rusty Walrus* s home port.

Captain Yengi Kerakes (against ethereal opponents): Male half-elf frostfell ghost rogue 7; CR 9; Medium undead (augmented humanoid); HD 7d12; hp 45; Init +7 (+8 when on a ship); Spd 30 ft.; AC 13, touch 13, flat-footed 13; Base Atk +5; Grp +6; Atk or Full Atk +6 melee (1d4+1/19—20, bloodcicle); SA chill ray, frigid touch, malevolence, sneak attack +4d6; SQ darkvision 60 ft., evasion, half-elf traits, immunity to cold, low-light vision, manifestation, rejuvenation, trap sense +2, trapfinding, turn resistance +4, uncanny dodge, undead traits; AL CE; SV Fort +2, Ref +8, Will +1 (+3 against enchantments); Str 12, Dex 16, Con , Int 14, Wis 8, Cha 17.

Skills and Feats: Balance +15 (+17 when on a ship), Bluff +13, Climb +11, Diplomacy +7, Gather Information +15, Hide +11, Intimidate +15, Jump +3, Listen +8, Profession (sailor) +9, Search +21, Spot +8, Swim +11, Tumble +13 (+15 when on a ship), Use Magic Device +13; Combat Expertise, Improved Initiative, Sea Legs*.

Captain Yengi Kerakes (against nonethereal opponents): Male half-elf frostfell ghost rogue 7; CR 9; Medium undead (augmented humanoid, incorporeal); HD 7d12; hp 45; Init +7 (+8 when on a ship); Spd fly 30 ft. (perfect); AC 16, touch 16, flat-footed 16; Base Atk +5; Grp ; Atk +8 melee touch (2d6 points of frostburn damage, frigid touch); SA chill ray, frigid touch, malevolence, sneak attack +4d6; SQ darkvision 60 ft., evasion, half-elf traits, immunity to cold, incorporeal

traits, low-light vision, manifestation, rejuvenation, trap sense +2, trapfinding, turn resistance +4, uncanny dodge, undead traits; AL CE; SV Fort +2, Ref +8, Will +1; Str , Dex 16, Con , Int 14, Wis 8, Cha 17.

Skills and Feats: Balance +15 (+17 when on a ship), Bluff +13, Climb +10, Diplomacy +7, Gather Information +15, Hide +11, Intimidate +15, Jump +2, Listen +8, Profession (sailor) +9, Search +21, Spot +8, Swim +10, Tumble +13 (+15 when on a ship), Use Magic Device +13; Combat Expertise, Improved Initiative, Sea Legs*.

Languages: Aquan, Common, Elven.

*Feat described in *Frostburn*.

Chill Ray (Su): Captain Kerakes can attack with a ray of cold light to a range of 90 feet. He must make a ranged touch attack to hit with the ray. On a successful hit, the chill ray deals 1d8 points of Constitution damage. In addition, the target must make a DC 16 Will save or be affected as if by a *slow* spell for 5 rounds. Kerakes must wait 1d4 rounds between uses of this ability.

Frigid Touch (Su): If Captain Kerakes hits with his frigid touch attack, he deals 2d6 points of frostburn damage. Frostburn damage (detailed in full on page 17 of *Frostburn*) is difficult to heal. Against ethereal opponents, the freezing touch deals no damage.

Malevolence (Su): Once per round, Captain Kerakes can merge his body with that of a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th), except that it does not require a receptacle. To use this ability, Captain Kerakes must be manifested and move into the target s space. Moving into the target s space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful DC 16 Will save. A creature that successfully saves is immune to Kerakes s malevolence for 24 hours, and he cannot enter its space. If the save fails, Kerakes vanishes into the target s body.

Sneak Attack (Ex): Captain Kerakes deals 4d6 extra points of damage on any successful attack against flat-footed or flanked targets, or against a target that has been denied its Dexterity bonus for any reason. This damage also applies to ranged attacks against targets up to 30 feet away. Creatures with concealment, creatures without discernible anatomies, and creatures immune to extra damage from critical hits are all immune to sneak attacks. Captain Kerakes may choose to deliver nonlethal damage with his sneak attack, but only when using a weapon designed for that purpose, such as a sap (blackjack).

Evasion (Ex): If Captain Kerakes is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

Half-Elf Traits: Captain Kerakes has immunity to magic sleep effects. For all effects related to race, he is considered an elf.

Manifestation (Su): Captain Kerakes dwells on the Ethereal Plane and cannot affect or be affected by anything in the material world. When he manifests, he partially enters the Material Plane and becomes visible but incorporeal on the Material Plane. While manifested, he remains partially on the Ethereal Plane, where he is not incorporeal. His incorporeality helps protect him from foes on the Material Plane, but not from foes on the Ethereal Plane.

Rejuvenation (Su): If destroyed, Captain Kerakes returns in 2d4 days with a successful DC 16 level check (1d20+7). Only the deaths of all of Jarren Skein s descendants or the total destruction of the *Rusty Walrus* will lay him to rest.

Trapfinding (Ex): Captain Kerakes can find, disarm, or bypass traps with a DC of 20 or higher. He can use the Search skill to find, and the Disable Device skill to disarm, magic traps (DC 25 + the level of the spell used to create it). If his Disable Device result exceeds the trap s DC by 10 or more, he discovers how to bypass the trap without triggering or disarming it.

Uncanny Dodge (Ex): Captain Kerakes retains his Dexterity bonus to Armor Class even when flat-footed or targeted by an unseen foe (he still loses his Dexterity bonus if paralyzed or otherwise immobile).

Undead Traits: Captain Kerakes is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. He is not subject to critical hits, nonlethal damage, ability damage to his physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. He cannot be raised, and resurrection does not work because he is unwilling. Darkvision 60 ft.

CONCLUDING THE ADVENTURE

Once the PCs permanently lay Captain Kerakes s ghost to rest, the adventure is over. The ice floe that once

supported the ship quickly breaks up and melts. Any icegaunts left alive continue to terrorize the town until they too are destroyed.

FURTHER ADVENTURES

After dealing with Captain Kerakes s ghost, the PCs might want to seek out the wreck of the *Blue Puffin* or visit the dwarves of the Glittering Gnasher, or both. They can find references to both the glacier and the *Blue Puffin* in the ship s log of the *Rusty Walrus*.

ABOUT THE AUTHOR

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Vicious Venues

Winter's Heart Glacier

By Skip and Penny Williams

*The Winter's Heart Glacier contains encounters of level 9-12 and is suitable for use with any **D&D** campaign.*

The glacier flows from the surrounding heights, a slow-motion river of snow and blue-white ice. What lurks among the snowdrifts and rocky outcrops?

Background for the DM

The Winter's Heart Glacier is so named for the icy winds and blizzards that blow from it starting in late autumn of each year. The foul weather from the glacier is a natural phenomenon. Local legends, however, attribute the icy seasonal winds to a being called the Frost Warlock, who reputedly sleeps in the heart of the glacier through the summer and emerges in late fall to send bitter cold and snow into the lowlands. This legend has some basis in fact, as we shall see below.

The Setup

The Winter's Heart Glacier winds some 19 miles through mountainous terrain. The glacier's width varies between three and five miles throughout its whole length. The surrounding mountains might be high or low (see page 90 in the *Dungeon Master's Guide*), as appropriate for your campaign. The glacier begins in a high slope about 15,000 feet above sea level and drops to about 5,000 feet above a valley at its lower end. All nonacclimated creatures labor to breathe in the thin air at this altitude. A character must make a Fortitude save each hour (DC 15, +1 per previous check) or be fatigued. The fatigue ends when the character descends to an altitude with more air. See page 90 in the *Dungeon Master's Guide* for more information.

As one might expect, temperatures on the glacier are cold -- between 0° and 40° Fahrenheit during the day, and 10 to 20 degrees colder at night. This exposes creatures to cold or severe cold as noted on page 302 in the *Dungeon Master's Guide*. When temperatures are above freezing, the whole glacier is subject to avalanches (see page 90 in the *Dungeon Master's Guide*).

Whenever the weather is clear and sunny, the glacier's ice and snow gleam brilliantly in the sunlight. As mentioned in *Frostburn* on page 12, the glare can partially blind creatures with unprotected eyes (a veil, dark goggles, or a blindfold or cloth mask with slits cut in it provide protection). An unprotected character must make a Fortitude save each hour (DC 10, +1 per previous attempt) or go snow blind.

A snow-blind character takes a -2 penalty to AC, loses any Dexterity bonus to AC and moves at one-half speed. The snow-blind character also takes a -4 penalty on Spot checks, Search checks, and any other check that relies on sight and a -4 penalty on most Dexterity-based checks. In addition, all other creatures have concealment (20% miss chance) against the snow-blind character.

Snow blindness lasts 1d4 hours, or 1 hour after the afflicted character enters a dark or shadowed area. (A *remove blindness* spell can remove it.)

The PCs might have to cross the glacier while traveling in the mountains, or one of the following events might draw them there.

- A party of mountain climbers or hunters has vanished on the glacier during a storm, and the PCs are recruited to rescue them. The missing characters might have fallen into a crevasse and become trapped, or perhaps they have fallen prey to the monsters on the glacier. Alternatively, they may have become guests of the satyrs living near the glacier (see below).

- The PCs hear rumors of a great treasure lost in the mountains centuries ago. Recently, bits and pieces of this vast hoard have turned up at the base of the glacier, apparently carried down to lower altitudes by the flowing ice. This treasure might indeed be part of an ancient cache lost near the top of glacier, or it could merely be the abandoned hoard of some monster. In any case, Jusii, the genie of the glacier (see below) resents attempts to explore the lower glacier.

- The PCs are traveling during a cold snap, and they awake one night to find an invisible hand tracing frosty artwork on their windows. It's Jusii, playing Jack Frost (see below). If the PCs inquire about the incident, they hear the legend of the Frost Warlock and his lair in the Winter's Heart Glacier.

Exploring the Glacier

Though mostly just snow and ice, the glacier has some noteworthy features, as described in the boxed text below and in the sections that follow:

> Sharp, rocky peaks rise majestically all around. Through this rugged vista winds a long ribbon of ice and snow that gleams a brilliant white in the sunshine like a river of pale silk. Here and there, the gaping cracks and jagged ridges break the smooth surface, looking like frozen rapids in a great river.

Ridges and Drifts (EL 12)

These areas form where the glacier flows over rough terrain and the ice buckles. The resulting pressure ridges rise between 5 and 20 feet high. Climbing over them requires a DC 5 Climb check. Snow also tends to drift around the ridges, creating areas of soft, deep snow about 2 feet thick. Creatures of Medium or smaller size suffer hampered movement in the drifts, as follows. (See page 12 of Frostburn for more information.)

A Small or smaller creature must pay 4 squares of movement to enter one square in the drift. The Tumble check DC for a Small or smaller creature increases by +8. A Medium creature moving in the drifts pay 2 squares of movement to enter a square, and its Tumble DC increases by +2.

Areas of ridges and drifts often occur near areas with crevasses, and vice versa.

Creatures: A frost worm loves to burrow in these drifts.

Frost Worm: hp 147; see *Monster Manual* page 111.

Tactics: During the day, the frost worm lies buried in the snow, watching for prey. When it spots a potential meal, it looses its breath weapon, then charges and bites. It continues attacking the same creature until that foe drops. Once its chosen prey falls, the worm trills and tries to pick up the fallen prey and carry it off. Otherwise, it fights to the death.

At night, the worm prowls the surface, trilling as it goes. If it encounters prey, the worm tries to carry off a stunned victim. It looses its breath weapon if attacked or pursued.

Crevasses (EL 9)

In areas where the glacier passes over high points on the terrain underneath, the ice stretches and breaks, forming crevasses 2d4x10 feet deep, 4d12x10 feet long, and 1d8x10 feet wide. There is a 25% chance that a crust of snow covers any crevasse, creating the appearance of an unbroken surface. The crust, however, can support only 8 pounds. A character approaching a hidden crevasse at a normal pace is entitled to a DC 10 Survival check to spot the danger before stepping in, but charging or running characters don't have a chance to detect the crevasse before they reach it. A character falling into a crevasse may attempt a DC 20 Reflex save to catch the edge, in which case he falls prone in a square at the edge of the crevasse.

A crevasse's walls have a Climb DC of 18.

A crevasse often occurs near areas of ridges and drift and vice versa.

Creatures: A pair of remorhazes, which are normally solitary, have made a nest together in the depths of a crevasse that is 30 feet deep, 80 feet long, and 15 feet wide. Heat rising from the creature's bodies has helped form a crust of snow over the crevasse.

Remorhazes (2): hp 73 each; see *Monster Manual* page 214.

Tactics: The remorhazes usually rest about 10 feet under the surface, with one on either side of the crevasse. By design or by chance, the two creatures' tremorsense abilities cover the whole length of the crevasse. When one remorhaz notes prey nearby, it burrows up to attack with surprise while its mate moves into the crevasse, then burrows up to attack as well. It takes the mate 2-3 rounds to join the fight. If either remorhaz swallows someone whole, it immediately retreats under the snow, which collapses to fill the tunnel the creature has left behind. Fortunately, the blockage is fairly easy to clear. A Small or larger character can clear it away with a full-round action, revealing a slippery tunnel about 8 feet wide. A single Tiny or smaller creature needs an extra full-round action to clear the blockage for every size category below Small. Two or more creatures who cooperate to clear blockage are treated as a single creature of the next size category larger. For example, two Tiny creatures working together can clear the blockage with one full-round action. Movement inside the tunnel is hampered for creatures that do not have burrowing speeds.

Ice Caves (EL 12)

Several, long, rambling ice caves riddle the glacier's lower end. The interconnected caves create almost a mile of twisting corridors and chambers. Some of the passageways lead to crevasses higher up in the glacier. The caves

have slippery floors that hamper movement and ceilings between 5 and 12 feet high. Walls inside the caves have a Climb DC of 18.

Anytime except winter, pools of meltwater form in the cave, then freeze again into crystal clear ice. Many of these pools have only a thin crust of ice, with 1 or 2 feet of freezing water beneath. The crust can support only 20 pounds. A character approaching a pool at normal pace is entitled to a DC 15 Survival check to spot the danger before stepping in. If someone runs or charges in the caves (difficult because of the hampered movement), the character doesn't have a chance to detect the pool before stepping in. The freezing water in the pool deals 1d3 points of temporary cold damage. The water also soaks the character's footgear, and a character with wet feet takes a -4 penalty on all checks and saves to resist the effects of environmental cold, such as the hourly save a character must make to avoid the effects of cold or severe cold on the glacier.

Throughout the caves, visitors find sculpted walls, floors, and ice columns of almost unearthly beauty. Here and there, floors and walls made of otherwise clear ice have fantastical patterns of frost traced across them. The patterns have their own eerie beauty. To the untrained eye, these features seem like an unusual natural phenomenon, but a DC 15 Knowledge (nature), Knowledge (dungeoneering), or Appraise check reveals them to be artificial.

Creatures: A qorrashi (a kind of frost genie, see *Frostburn,* page 131) named Jusii (YOO-seyee) has created the sculptures and frost patterns. Because of his artistic temperament, Jusii found life among his almost universally lawful neutral people much too restrictive, so he exiled himself to the glacier, where he spends endless hours sculpting and painting, using small amounts of pure water instead of pigments. From time to time, he even ventures down the mountain and into more civilized areas, where he creates his frost paintings on whatever suitable surfaces he can find (most often windowpanes and frozen ponds). He only does so when cold weather prevails in the areas he visits, however. Jusii doesn't care for even moderate temperatures, and his art requires freezing temperatures or lower.

Jusii: Male qorrashi genie sorcerer 6; CR 12; Large outsider (cold, extraplanar, lawful); HD 7d8+28 plus 6d4+24; hp 98; Init +9; Spd 30 ft., fly 60 ft. (perfect); AC 23, touch 16, flat-footed 18; Base Atk +10; Grp +18; Atk +13 melee(1d8+4 plus 1d6 cold, slam); Full Atk +13 melee (1d8+4 plus 1d6 cold, 2 slams); Space/Reach 10 ft./10 ft.; SA chill, frostbite, spell-like abilities; SQ darkvision 60 ft., icewalking, immunity to cold, lawful subtype, outsider traits, *plane shift,* telepathy, vulnerability to cold; AL CN; SV Fort +11, Ref +12, Will +13; Str 18, Dex 21, Con 18, Int 18, Wis 16, Cha 21.

Skills and Feats: Appraise +4 (+6 when appraising calligraphy, paintings, or sculpture), Bluff +15, Concentration +14, Craft (calligraphy) +13, Craft (painting) +13, Craft (sculpting) +13, Diplomacy +19, Escape Artist +15, Hide +1, Intimidate +17, Knowledge (arcana) +13, Knowledge (nature) +9, Listen +13, Move Silently +15, Search +9, Sense Motive +13, Spellcraft +16, Spot +13; Combat Reflexes, Dodge, Empower Spell-Like Ability (*cone of cold*), Heighten Spell, Improved Initiative.

Languages: Auran, Celestial, Common, Draconic, Giant, Ignan.

Chill (Ex): In addition to his normal slam damage; Jusii deals an extra 1d6 points of cold damage with a successful melee attack.

Frostbite (Ex): A creature that sustains any cold damage from Jusii's melee attacks must make a DC 17 Fortitude save or become frostbitten. Creatures suffering from frostbite are fatigued (cannot run or charge; -2 penalty to Strength and Dexterity). These penalties end when the cold damage is healed by any means.

Spell-Like Abilities: At will -- *endure elements, invisibility* (self only); 3/day -- *cone of cold* (DC 20), *ice storm;* l/day -- *create food and water, gaseous form* (up to 1 hour), *major creation* (created vegetable matter is permanent), *persistent image* (DC 20), *wind walk.* Caster level 14th.

Icewalking (Ex): This ability works like the *spider climb* spell but applies to all icy surfaces. Jusii can move normally on any icy surface.

Lawful Subtype: Any effect that depends on alignment affects Jusii as if he has a lawful alignment, despite his neutral alignment.

Plane Shift (Sp): Jusii can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports him and up to six other creatures, provided they all link hands with Jusii. It is otherwise similar to the spell of the same name.

Telepathy (Su): Jusii can communicate telepathically with any creature within 100 feet that has a language.

Vulnerability to Fire: Jusii takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Sorcerer Spells Known (6/8/6/4 per day; caster level 6th): 0 -- *arcane mark, dancing lights, ghost sound* (DC 15), *mage hand, message, prestidigitation, ray of frost* (+15 ranged touch); 1st -- *chill touch* (DC 16, +13 melee

touch), *magic missile, protection from chaos, shield;* 2nd -- *detect thoughts* (DC 17), *see invisibility;* 3rd -- *displacement.*

Possessions: *Bracers of armor +1, ring of protection +2, cloak of Charisma +2, lesser metamagic rod* (Maximize Spell), *pearl of power* (1st-level spell).

Tactics: The satyrs of the glacier (see next entry) cannot resist teasing Jusii about his art, and they often deface his work just to make him angry. As a result, Jusii resents visitors. He skulks around his caves invisibly and plays a few pranks of his own when he notices an intruder. He might use *ghost sound* to create phantom footsteps, stentorious breathing, clinking coins, giggling, or distant music to confuse or distract characters. He also might use *persistent image* to create something for the characters to flee from or to chase, such as a big monster, a nubile young maid, or perhaps a dwarf or gnome laden with gold or gems. If the PCs take the bait, Jusii leads them to a frozen pool, where they might get their feet wet.

If anyone damages his art, Jussi attacks, beginning with *ice storm* or empowered *cone of cold.* Once he is visible, he uses *displacement,* then wades in for melee attacks. If his foes prove resistant to cold, he combines slam attacks with *chill touch.* He casts the spell defensively or flies out of melee reach. If he has time, he uses a heightened *chill touch.* If reduced to less than half his hit points, he flies out of reach, then resumes magical attacks, using his spell-like abilities or maximized *magic missiles* if his spell-like abilities prove ineffective.

Characters who don't provoke a fight might speak with Jusii, provided that they can spot him or just surmise that something lurks in the caves. The suspicious and temperamental genie uses his *detect thoughts* spell to gauge the character's intentions before revealing himself.

If the PCs indicate any interest in the genie's art or mention the satyrs or others who have seen his work, the genie responds as follows, and he is inclined to talk over any PCs until he is done.

> "It is good to see someone who appreciates true art. Those others -- they are peasants! They have the bodies of goats and the souls of pigs. No beauty has ever touched their hearts. Do you know those hairy devils sometimes destroy my art? You don't destroy art! I would rather starve to death than see one of my masterpieces fall into their hands. It's like crushing a diamond and mixing it with pig slime!
>
> "This sculpture here, you see darlings? You see the use of negative space to set the mood? No one else here can even comprehend the message of a piece like this one. And look at this painting! Have you ever seen such textures on the glacier at sunset? Of course you haven't, because I paint what I see, and an artist's eye sees what others do not. Breathtaking, isn't it?
>
> Maybe one of you would like to sit for me? You are good studies -- well formed, good teeth, the hair is a little straggly, but no matter. I do not often get to use models, and I want to experiment some more with the humanoid form. Come, come -- it would only take a few weeks, and you would be immortal, like the gods! What do you say, will you sit for Jusii?"

Ramparts (CR 11-12)

Rocky slopes flank both sides of the glacier along its whole length. Evergreen trees cover the slopes lower down. As the altitude increases, the trees become stunted and eventually disappear, giving way to lichen and eventually to bare rock at the glacier's top.

Creatures: A troop of advanced, cold-dwelling satyrs frolics on the slopes and on the glacier below. Their leader is Drotius, a satyr bard, and he is the only one with a set of pipes.

Glacier Satyrs (3-8): Male and female advanced satyrs; CR 3; Medium fey; HD 10d6+10; hp 45; Init +1; Spd 40 ft.; AC 15, touch 11, flat-footed 14; Base Atk +5; Grp +5; Atk +5 melee (1d6, butt) and +2 melee (1d4/19-20, masterwork dagger) or +8 ranged (1d6+2/x3, masterwork shortbow with *+2 arrows*); SQ damage reduction 5/cold iron, low-light vision; AL CN; SV Fort +6, Ref +8, Will +8; Str 10, Dex 13, Con 12, Int 12, Wis 13, Cha 13.

Skills and Feats: Bluff +14, Diplomacy +3, Hide +18, Intimidate +3, Jump +16, Knowledge (nature) +11, Listen +20, Move Silently +18, Perform (wind instruments) +13, Spot +20, Survival +11; Alertness[B], Cold Endurance*, Dodge, Great Fortitude, Mobility.

* New feat from *Frostburn.*

Languages: Common, Sylvan.

Possessions: Masterwork dagger, masterwork shortbow with 17 arrows, quiver, 3 *+2 arrows, potion of shield of faith*.

Drotius: Male glacier satyr bard 6; CR 11; Medium fey; HD 16d6+32; hp 88; Init +2; Spd 40 ft.; AC 19, touch 13, flat-footed 17; Base Atk +9; Grp +9; Atk +12 melee (1d6/18-20, masterwork rapier) and +4 melee (1d6, head butt) or +12 ranged (1d6/x3, masterwork shortbow); Full Atk +12/+7 melee (1d6/18-20, masterwork rapier) and

+4 melee (1d6, head butt) or +12/+7 ranged (1d6/x3, masterwork shortbow); SA pipes; SQ bardic knowledge +8, bardic music (countersong, *fascinate,* inspire competence, inspire courage +1, *suggestion*) 6/day, damage reduction 5/cold iron, low-light vision; AL CN; SV Fort +9, Ref +14, Will +14; Str 10, Dex 15, Con 14, Int 14, Wis 15, Cha 21.

Skills and Feats: Balance +4, Bluff +24, Concentration +8, Diplomacy +12, Hide +19, Intimidate +7, Jump +18, Knowledge (nature) +17, Listen +27, Move Silently +25, Perform (wind instruments) +28, Sense Motive +8, Spot +24, Survival +12, Tumble +8; Alertness[B], Cold Endurance*, Dodge, Great Fortitude, Heighten Spell, Mobility, Weapon Finesse.

* New feat from *Frostburn.*

Languages: Common, Draconic, Sylvan.

Pipes (Su): Drotius can play a variety of musical tunes on his pan pipes. When he plays, every creature within a 60-foot spread (except satyrs) must make a DC 20 Will save or be affected by *charm person, sleep,* or *fear* (caster level 10th; Drotius chooses the tune and its effect). In the hands of other beings, these pipes have no special powers. A creature that successfuly saves against any of the pipes' effects cannot be affected by the same set of pipes for 24 hours.

Bardic Music: Drotius can use bardic music six times per day. See the bard class features on page 29 of the *Player's Handbook.*

Countersong (Su): Drotius can use music or poetics to counter magical effects that depend on sound.

Fascinate (Sp): Drotius can use music or poetics to cause one or more creatures to become fascinated with him.

Inspire Competence (Su): Drotius can use music or poetics to help an ally succeed at a task.

Inspire Courage (Su): Drotius can use music or poetics to bolster his allies against fear and improve their combat abilities.

Suggestion (Sp): Drotius can music or poetics to make a *suggestion* (as the spell) to a creature that he has already fascinated.

Bard Spells Known (3/5/3 per day; caster level 6th): 0 -- *dancing lights, detect magic, ghost sound* (DC 15), *mage hand, resistance, summon instrument;* 1st -- *animate rope, charm person* (DC 16), *expeditious retreat, Tasha's hideous laughter;* 2nd -- *glitterdust* (DC 17), *silence* (DC 17), *sound burst* (DC 17).

Possessions: *Bracers of armor +2,ring of protection +1,*masterwork rapier, masterwork shortbow with 20 arrows, quiver, scroll of *blur*, 2 scrolls of *cure light wounds,* scroll of *heroism*, *potion of fly, masterwork satyr panpipes.*

Tactics: The satyrs spend their days playing their pipes, dancing, and occasionally tormenting Jusii. They've given the genie the nickname "Jack Frost" because of his penchant for working with ice and snow. When the satyrs notice newcomers on the glacier, they're quick to test their mettle. Their favorite ploy involves an ambush of sorts. The satyrs form a circle along the newcomers' line of march and hide themselves as thoroughly as they can. Assume they "take 10" on their Hide checks, each gaining a +2 bonus for their careful preparation. When their quarry enters the circle, all the satyrs leap out of hiding and play their pipes. Drotius picks a character and uses his *fascinate* bardic music power. Initially, the PCs will have some difficulty recognizing where the magical attack is coming from, or even that they're under attack. If the characters suspect something, a DC 10 Spellcraft, Knowledge (arcana), or bardic knowledge check reveals that bardic music is in play, and a DC 16 Spellcraft, Knowledge (arcana), or bardic knowledge check reveals that the ability is *fascinate* and that Drotius is using it.

If Drotius succeeds in fascinating someone, he then tries to make some kind of embarrassing *suggestion,* such as doing a chicken dance, making snow angels, or the like. If either attempt fails, Drotius starts again, with an attempt to fascinate someone else.

If the party becomes violent, the satyrs try to protect Drotius by getting between him and the PCs, firing their bows at whatever targets seems best. In the meantime, Drotius uses his pipes to create a *fear* effect, then casts *Tasha's hideous laughter* on whoever looks most dangerous among those who escaped the *fear* effect. After that, Drotius uses inspire courage, and all the satyrs try to withdraw from the fight. They use their high speed to get away and their bows to discourage pursuit.

About the Authors

Skip Williams keeps busy with freelance projects for several different game companies and was the Sage of ***Dragon*** *Magazine* for 18 years. Skip is a co-designer of the **D&D** 3rd Edition game and the chief architect of the *Monster Manual*. When not devising swift and cruel deaths for player characters, Skip putters in his kitchen or garden (rabbits and deer are not Skip's friends) or works on repairing and improving the century-old farmhouse

that he shares with his wife, Penny, and a growing menagerie of pets.

Penny Williams joined the roleplaying game industry as Game Questions Expert for TSR, Inc. in the 1980s. Since then, she has served as **RPGA** Network Coordinator, ***Polyhedron****Newszine* editor, and Senior Editor and Coordinating Editor for the RPG R&D Department at Wizards of the Coast, Inc. Now a busy freelancer, Penny edits for several game companies and runs the online playtesting program for Wizards products. When not enhancing the cruelty of the deaths PCs will suffer at the hands of designers, Penny puts up jam, works jigsaw puzzles, and tutors students in math and science.

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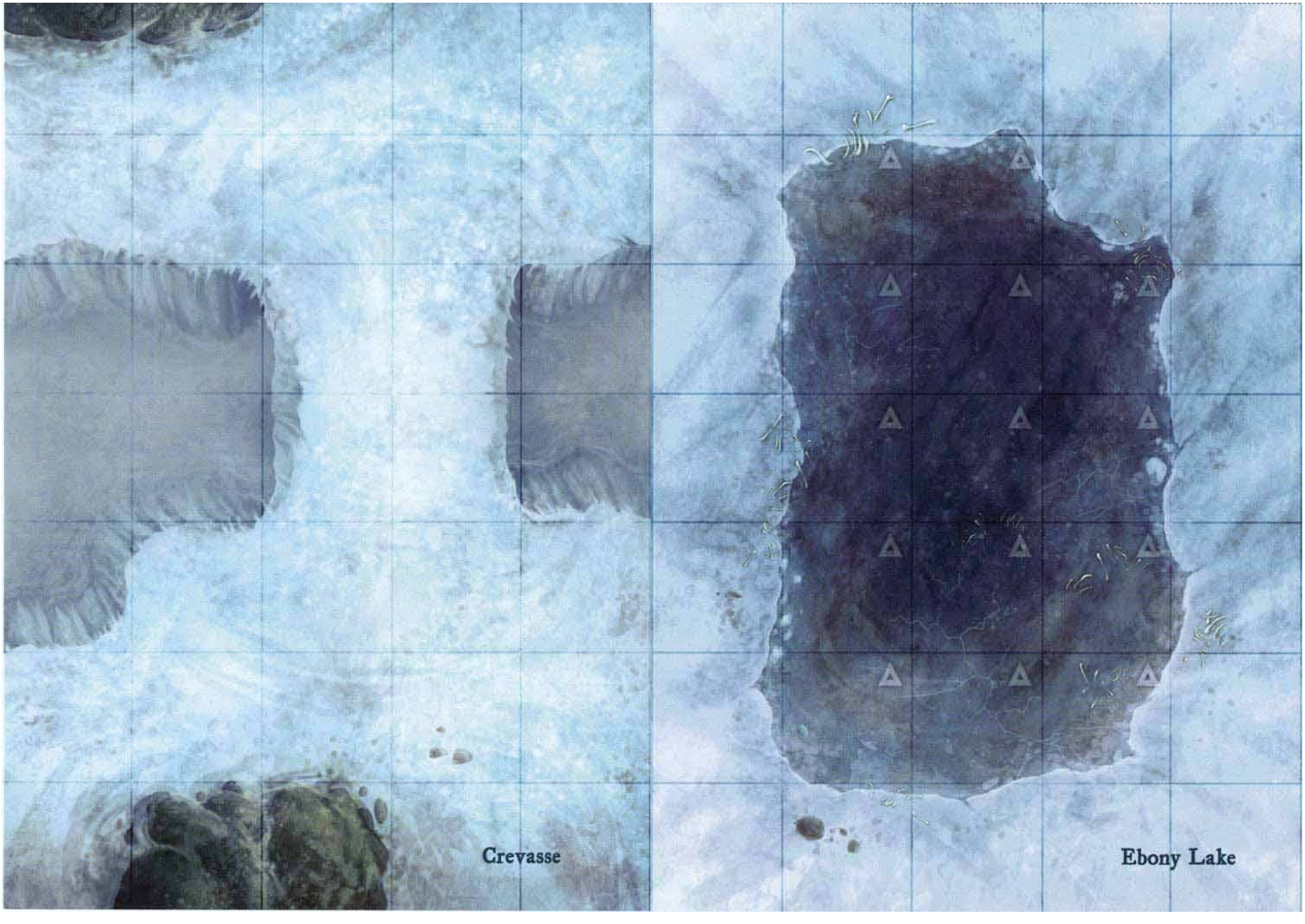
Crevasse
Ebony Lake

Ebony Lake

Ebony Ice: Slows movement; undead creatures gain +2 on attacks and +4 turn resistance.

D&D Miniatures: Difficult terrain; Undead gain attack +2 and save +4 against turn resistance.

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Crevasse

Pit: 5d6 damage to a nonflying creature forced into a crevasse, DC 20 Reflex save to avoid falling.

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Razor Drifts
Ice Palace

Razor Drifts

Razor Ice: Slows movement; 1d4 slashing damage and 1d6 cold damage per square to creatures whose movement is impeded.

D&D Miniatures: Difficult terrain; 5 damage per square.

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Ice Palace

Clear Ice Walls: Provide line of sight but not line of effect.

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